THE ART OF BRAVEST WARRIORS

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WRITTEN BY
KELSEY CALAITGES

COVER ART BY
NATASHA ALLEGRI

DARK HORSE BOOKS

PUBLISHER
MIKE RICHARDSON

EDITOR
MEGAN WALKER

ASSISTANT EDITOR
JOSHUA ENGLEDOW

DESIGNER
RICK DeLUCCO

DIGITAL ART TECHNICIANS
ALLYSON HALLER, ANN GRAY,
AND CHRISTIANNE GILLENARDO-GOUDREAU

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THE ART OF BRAVEST WARRIORS
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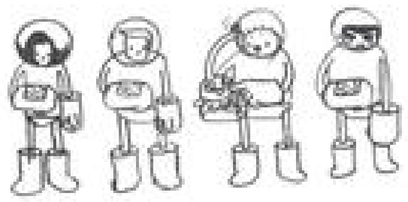


TABLE OF CONTENTS

FOREWORD 007

CHAPTER 1.....NICKELODEON PILOT 009

CHAPTER 2.....OUR HEROES... 015

CHAPTER 3.....PETS & ALIENS 061

CHAPTER 4.....ENVIRONMENTS 105

CHAPTER 5.....PRODUCTION 147

CHAPTER 6.....OTHER BIZ
& BEYOND 185

FOREWORD

I came home after midnight to find Pen still awake, animating in Flash on the living room futon. Pizza box on the coffee table, *Star Trek: The Next Generation* DVDs on auto-play. This happened often – he'd be up all night designing his website, working on a friend's project, or just making noodle-limbed creatures dance. These were good times, filled with long nights of creativity and independence, back when we both still made our own animated shorts. This was after he boarded on *Flapjack*, I think, but before *Adventure Time* got the greenlight. It was also before Pen got me into playing *Halo 3* – after that, our productivity kind of . . . tapered off.

When we first became roommates, I'd met Pen only once before, at the San Diego Comic-Con. He was a quiet dude parked at a little booth, selling handmade mini-comics about love. I talked to him for maybe five minutes.

The second time I met him, he needed a place to live . . . immediately. I had a spare room, and suddenly, a new roommate. It was fine, as far as living with a stranger goes. Looking back, I think the most shocking thing I can tell you about living with Pen is that if you needed a ride to the airport, he'd say yes. To LAX. If you're not too familiar with Los Angeles, let me explain: anybody who'll drive you from Burbank to LAX is a very good friend.

Fast forward five years. Jason Johnson and I would often write scripts for *Bravest Warriors* at the desk in my room, with the door wide open. When Pen came home from Cartoon Network, there was a pocket of about two seconds when he had to pass by my door to get to his bedroom. That was my chance to ambush him. Okay, I guess "ambush" is a harsh word – let's say *nag*. Pen wasn't maliciously avoiding me or withholding his input, he just wasn't technically allowed to work on *Bravest Warriors*. *Adventure Time* took all his attention and energy, and they had him under exclusive contract. Though he'd created both shows, *Bravest Warriors* was completely off limits. But what's the harm in a few quick questions from the roomie? A fast peek at some character designs?

Pen made it clear from the beginning: *Bravest Warriors* was my show, to create the way I saw fit. For some reason, he trusted me. The pressure was enormous, and the honor was overwhelming.

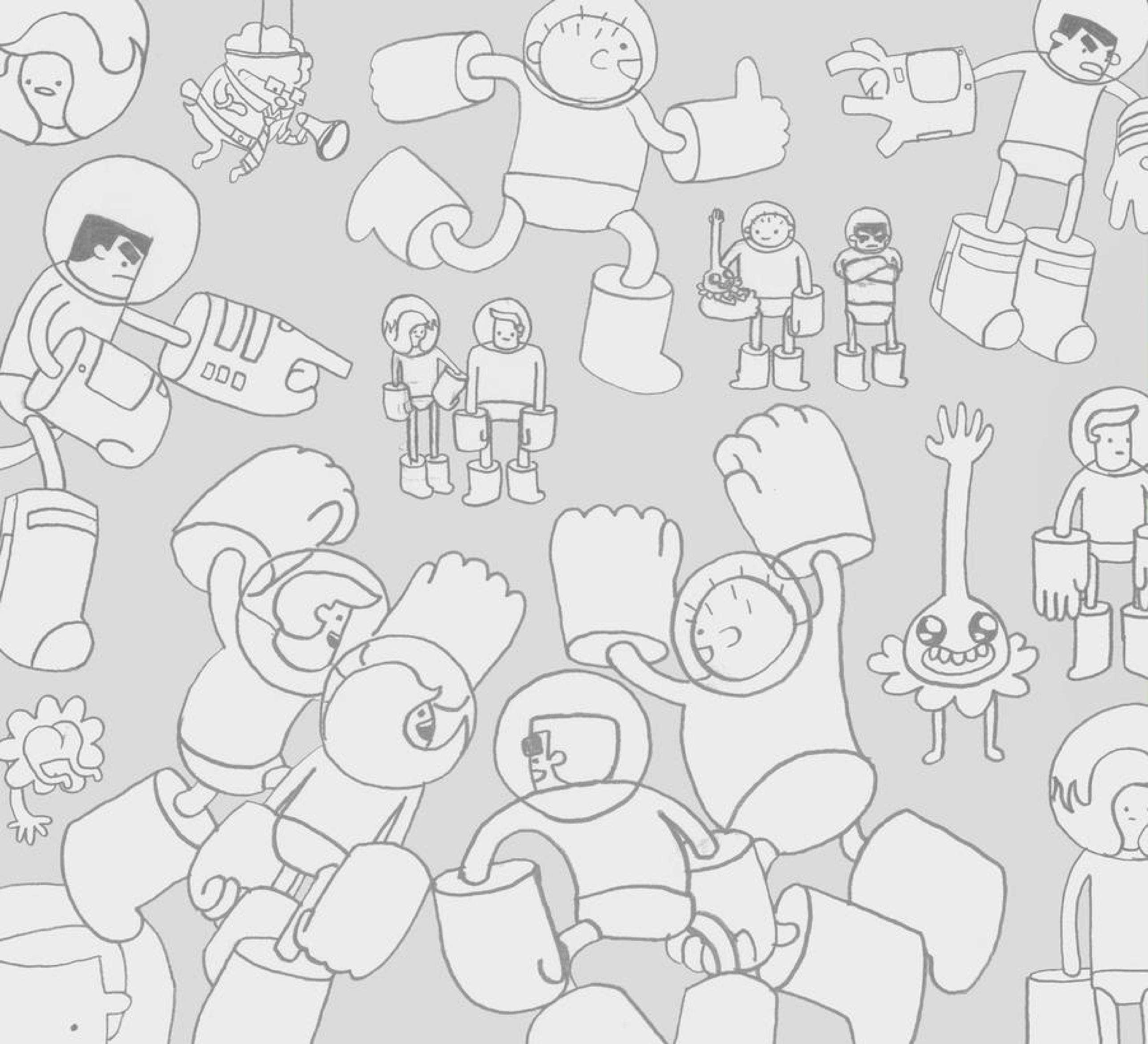
In a larger way, that kind of generosity was always Pen's thing. He couldn't possibly make *Adventure Time* by himself, so – after a difficult first season where he and Pat McHale personally re-boarded most of the episodes – Pen hired new board artists with voices and visions of their own. He populated his crew with artistic geniuses from around the world and collaborated with them to make *Adventure Time* into a high-water mark of American animation.

Then, in 2011, Frederator gave Pen's second animated series a greenlight. All of the artistic geniuses were busy on his other show, so Pen hired me.

It's been almost five years since I finished my time on *Bravest Warriors*. We made those early seasons on a small budget with an even smaller crew, but the passion, devotion, and rock-solid talent of our artists shines on every page ahead. A heartfelt thank you to them, to the people at Frederator, and to my old roomie.

It's always been Wankershim,

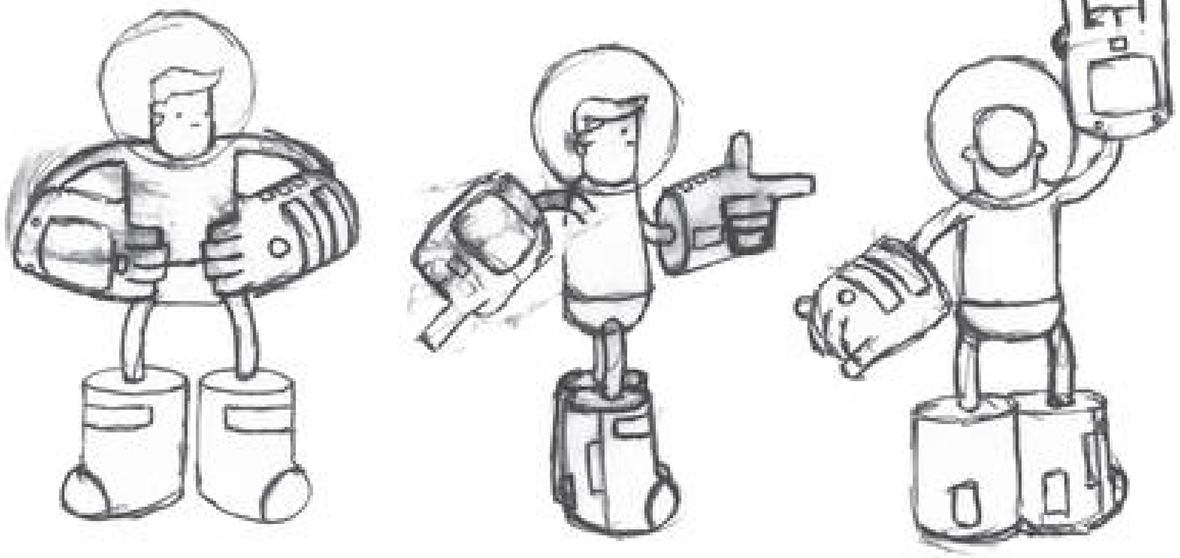
—BREEHN BURNS

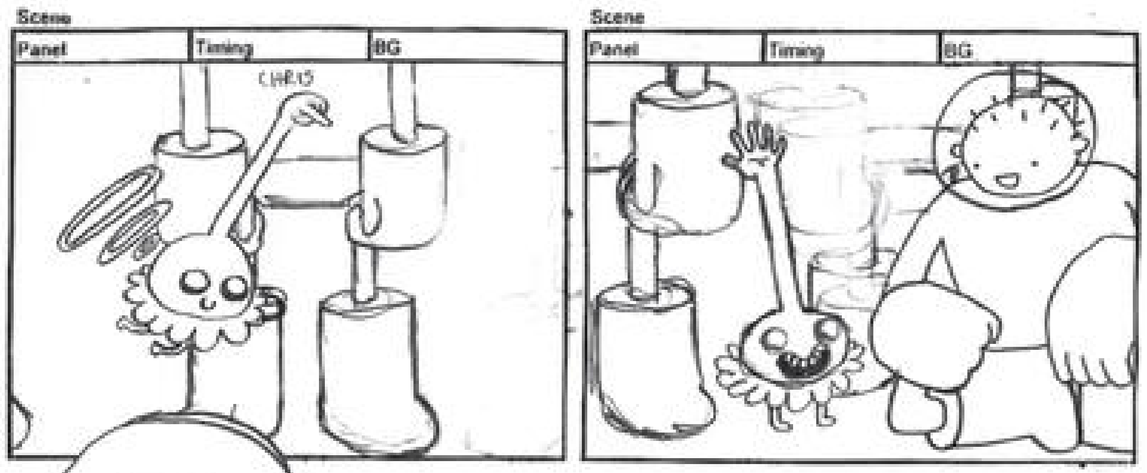


CHAPTER 1

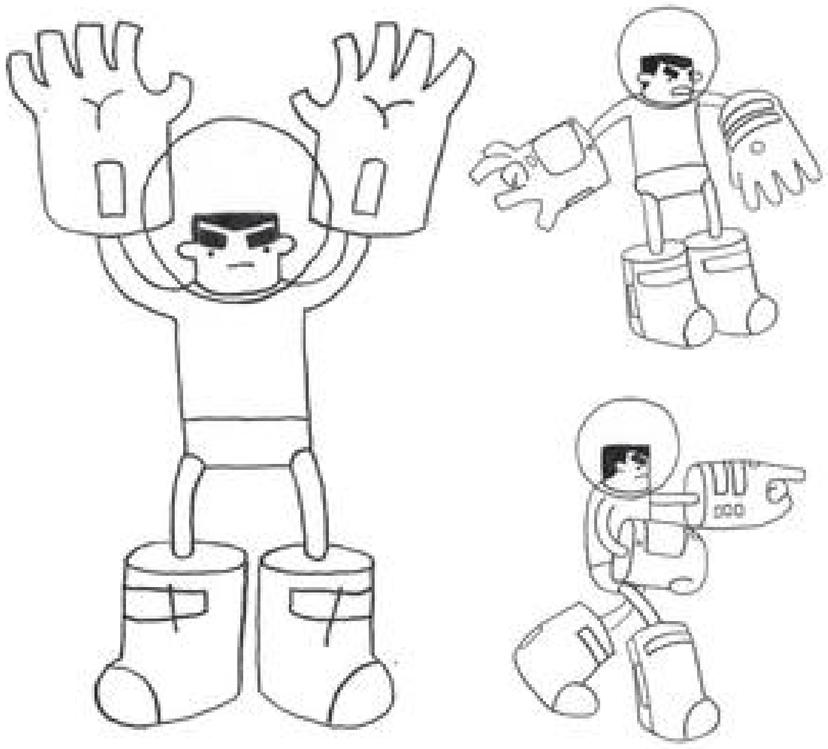
NICKELODEON PILOT

On January 10th, 2009, a seven-minute prototype of what would become the hit series aired on Nicktoons Network as part of Nickelodeon and Frederator's shorts show *Random! Cartoons*. Three series spawned from this incubator: Nickelodeon's *Fanboy and Chum Chum*, Cartoon Network's *Adventure Time*, and *Bravest Warriors*.

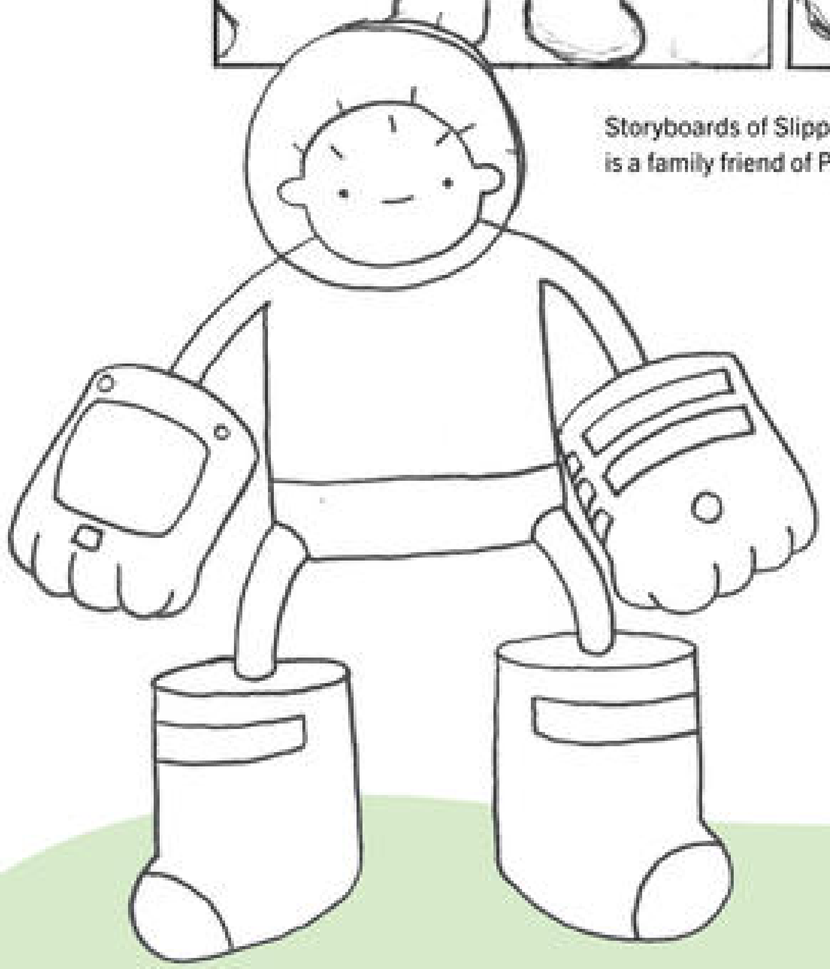


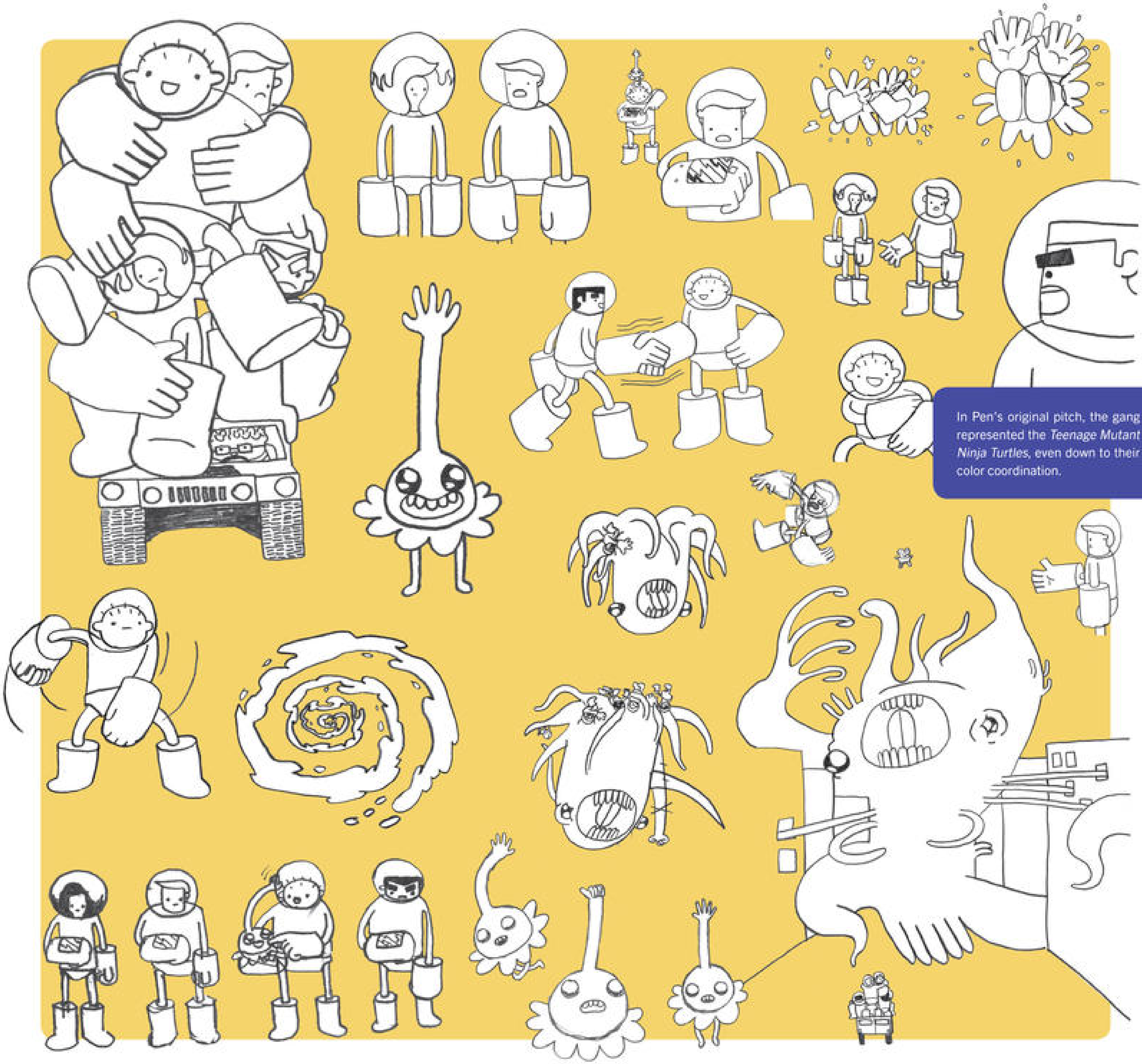


Storyboards of Slippy Napkins. Slippy's actor (Polly Lou Livingston) is a family friend of Pen's and voiced *Adventure Time*'s Tree Trunks.



Poses of Danny (above). Danny's character was inspired by key *Adventure Time* creative Adam Muto.

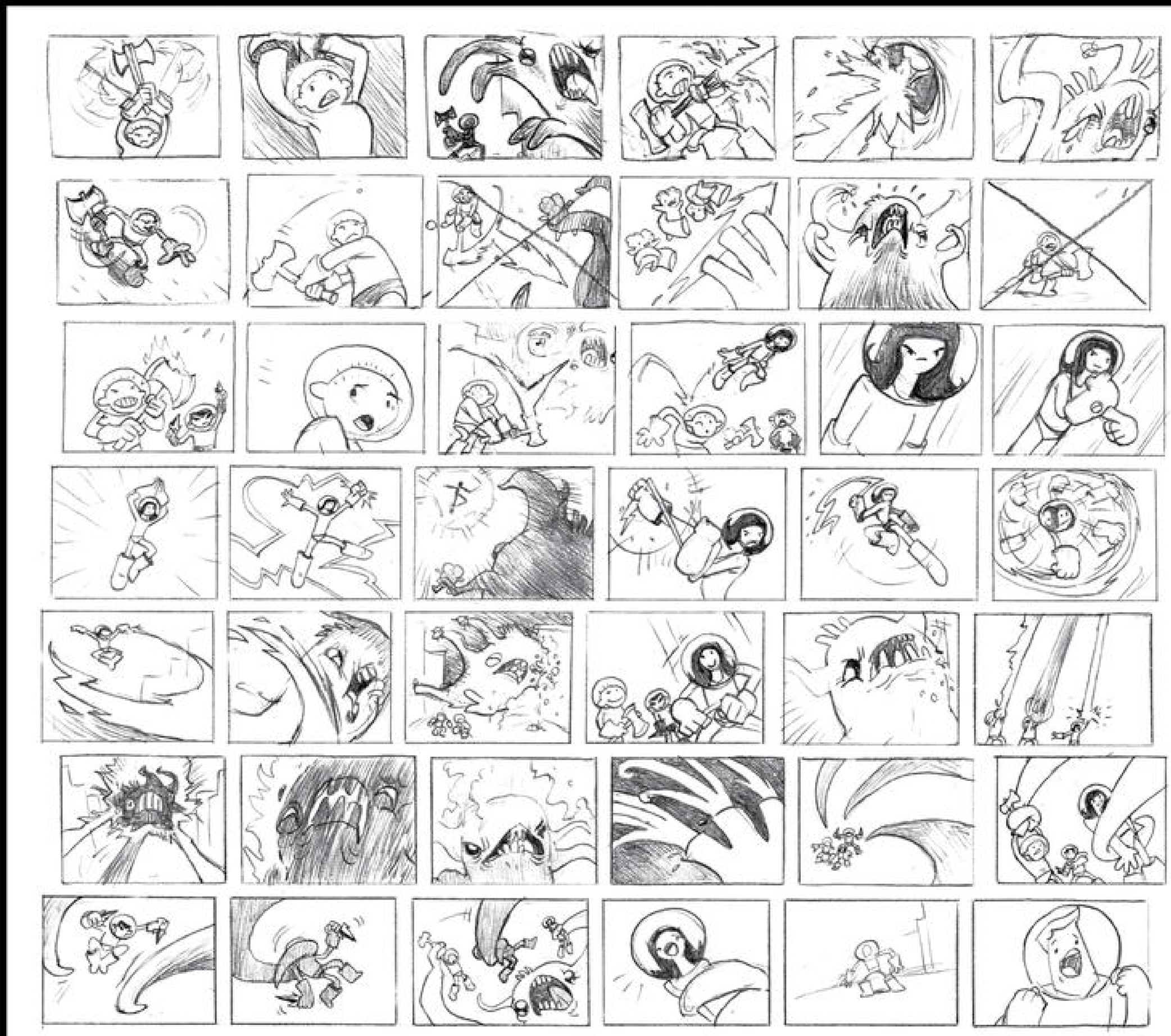




In Pen's original pitch, the gang represented the *Teenage Mutant Ninja Turtles*, even down to their color coordination.

"Power Respect." It's not a ferociously intimidating battle cry, but it's a promise to always fight fair and never take emotional biz out on each other.

"HELPING LITTLE WEIRD THINGS IS WHAT IT'S ALL ABOUT."-WALLOW



Rough storyboard thumbnails by Adam Muto and Pat McHale (above and opposite). To appease S&P, the flames were colored green in animation.

CHAPTER 2

OUR HEROES...

. . . who happen to be total dorks. But do-badders are relentless, and when Chris, Beth, Danny, and Wallow's parents (The Courageous Battlers) get sucked into the See-Through Zone, it's up to the Bravest Warriors to heed the hecka-long distance call of liberty and justice for all space cuties.

CHRIS KIRKMAN

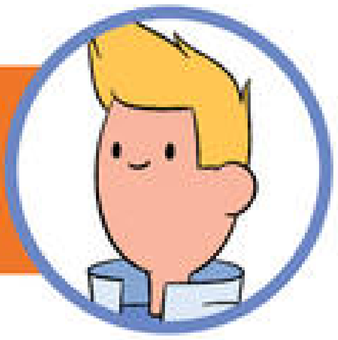
One-time leader and wide receiver for all your moop, Chris handles his biz as best as a budding Emotion Lord can. Chris's sticker pet is a bee, aiding him in battle in the form of endlessly dope weaponry.

EPISODE 208 When Chris visits Plum on her home planet of Mirvahda, it's his opportunity to get to know Beth's BFF on a deeper level . . . by switching bodies and spending the day as a sassy lady in a whooshy purple skirt.

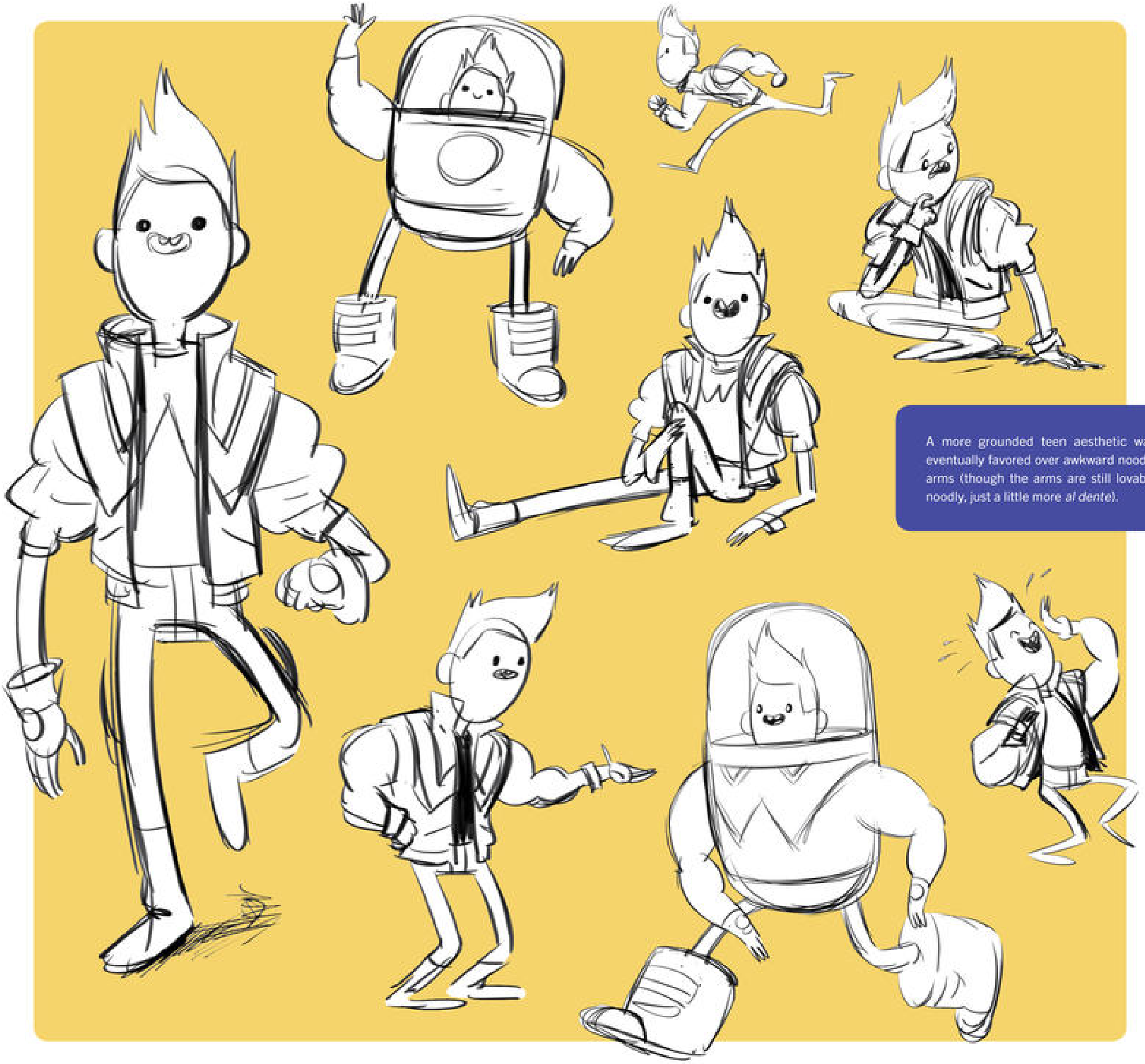
"IT'S NOT THE SAME WITHOUT SEAHORSE DREAMS."–CHRIS

Concept sketches by Phil Rynda. Though the vest won, theses early jacket sketches capture glimpses of '80s inspiration, a consistent theme within the show.

"I CAN'T, I'M TOO MUCH OF A COWARDLY CATTERPILLAR."



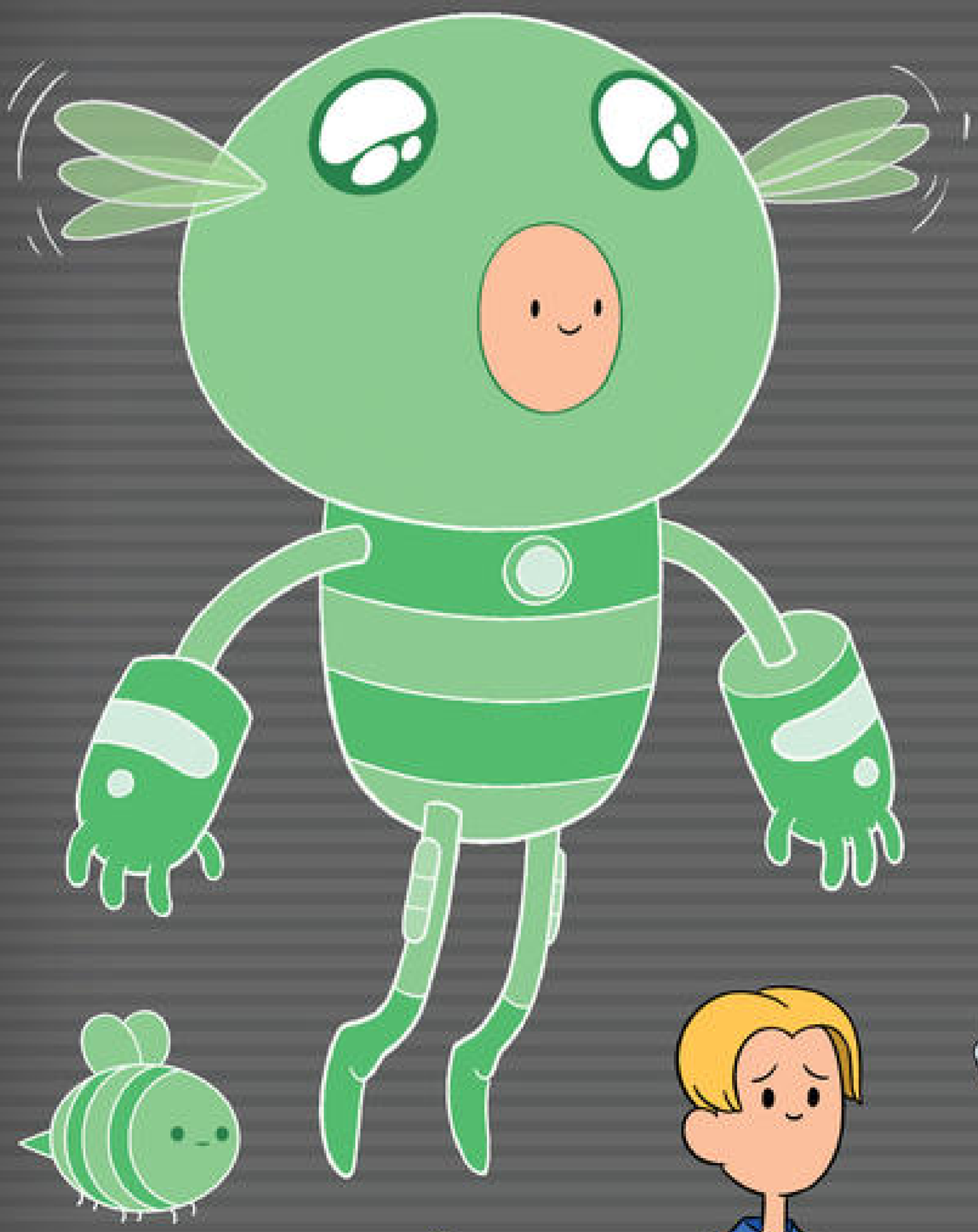
THUMBS-UP We approve, too, Chris. Rynda's designs incorporate the classically simple, yet playfully dynamic, style of Pendleton Ward. The show and character designs evolved hand-in-hand.

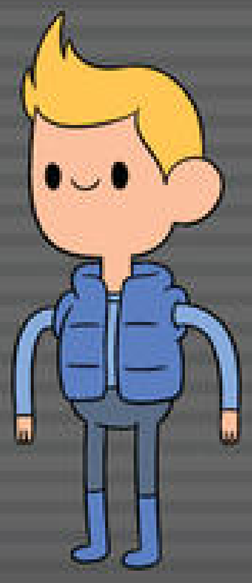


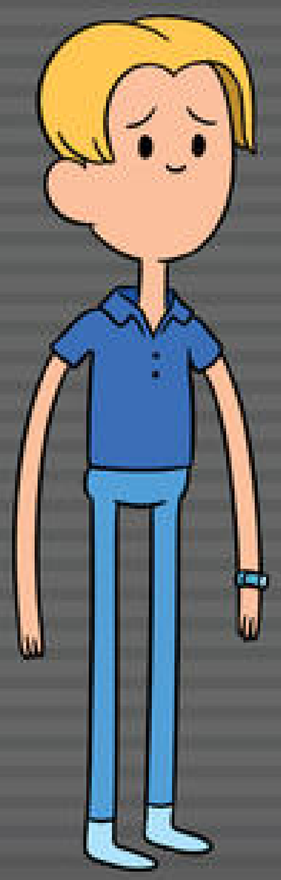
A more grounded teen aesthetic was eventually favored over awkward noodly arms (though the arms are still lovably noodly, just a little more *al dente*).

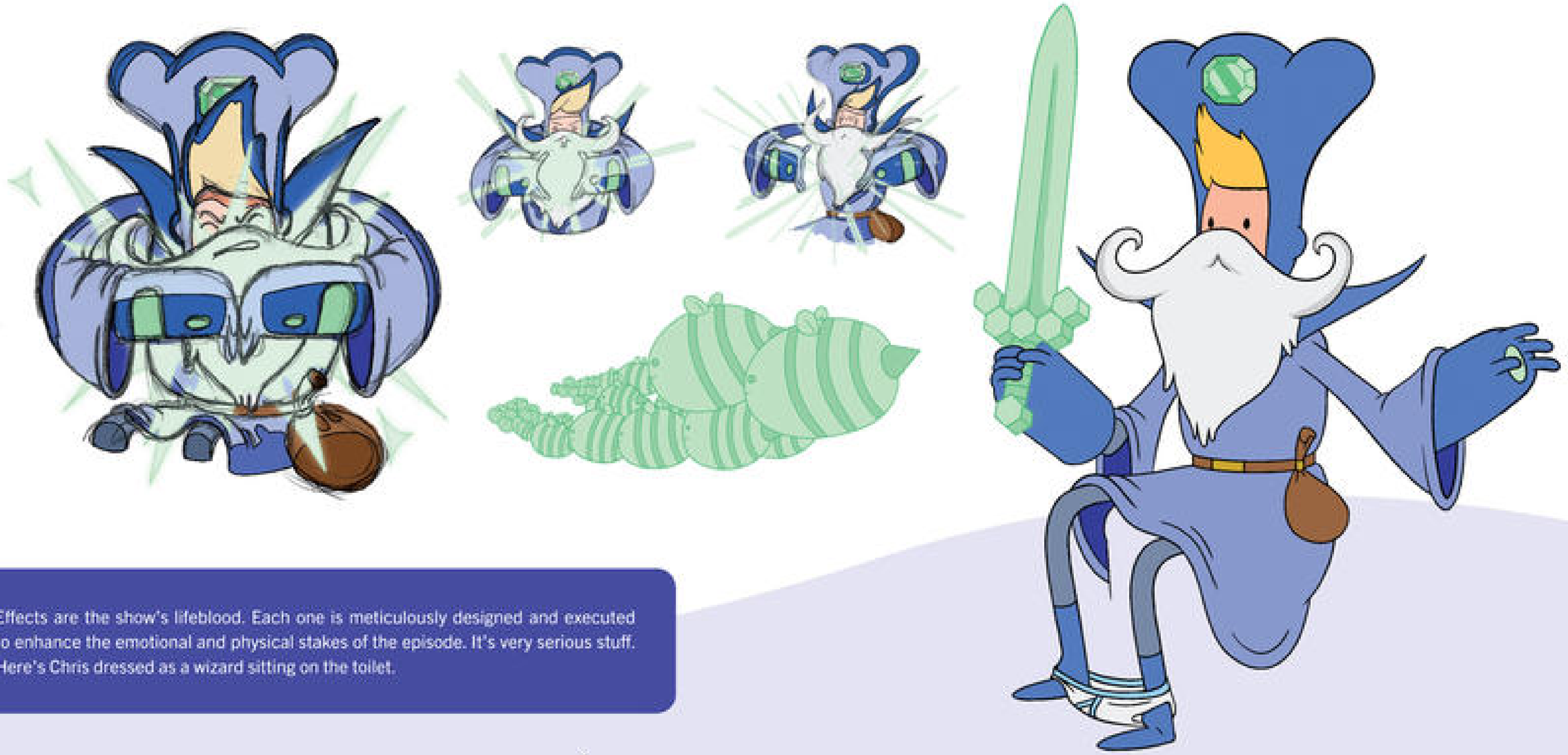
Like his many expressions, Chris has been voiced by a variety of actors throughout the show's run. In the pilot, he was voiced by Charlie Schlatter; when the show went to series, Thomas Middleditch was cast, then later replaced by Alex Walsh. Currently, Chris is voiced by Graeme Jokic.

FASHION SHOW That boy sure has a lot of clothes in this timeline. And a legit bee sticker. Here, it's in the form of a hover suit, buzzing through Mirvahda. Though Chris is technically named after Captain Kirk, he makes a mean Picard. And Prince. And Sith Lord.

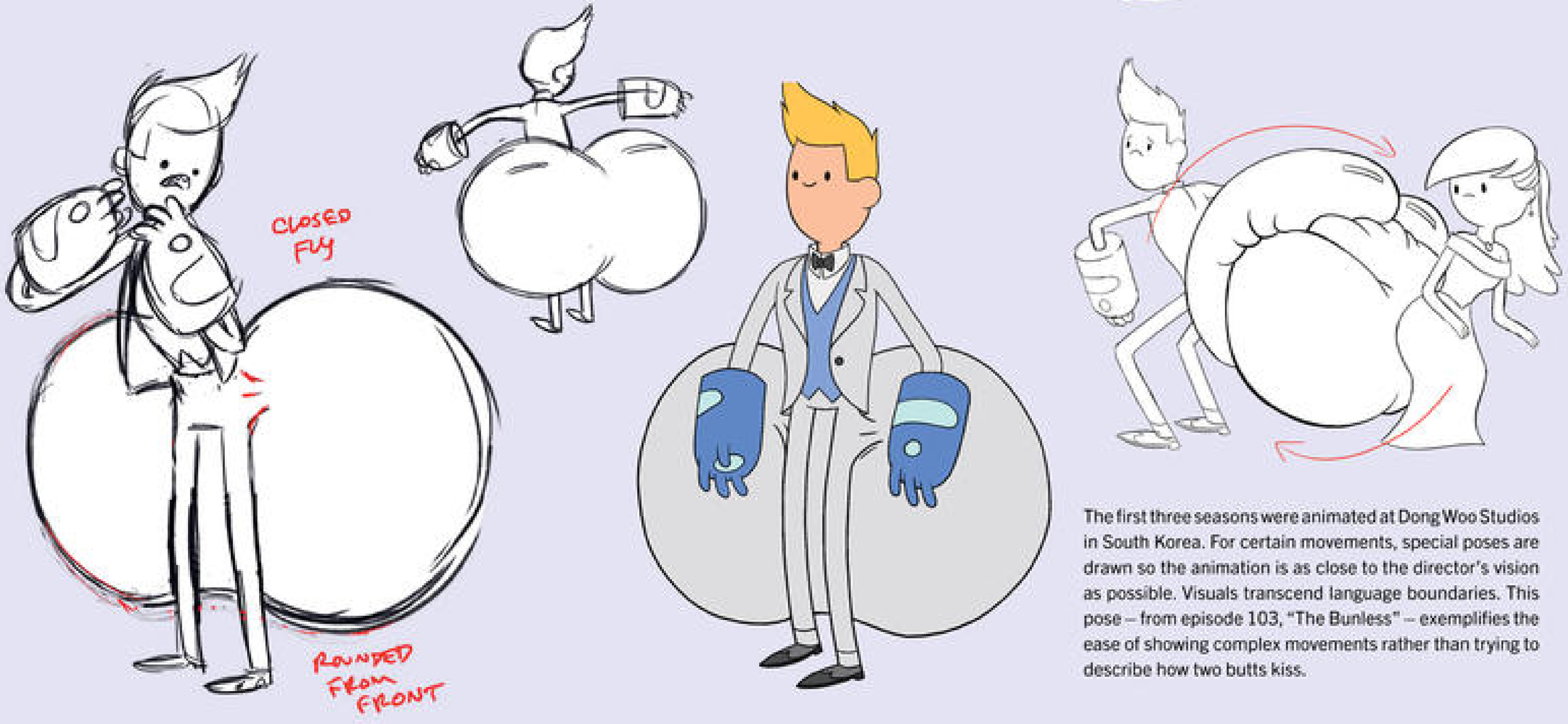




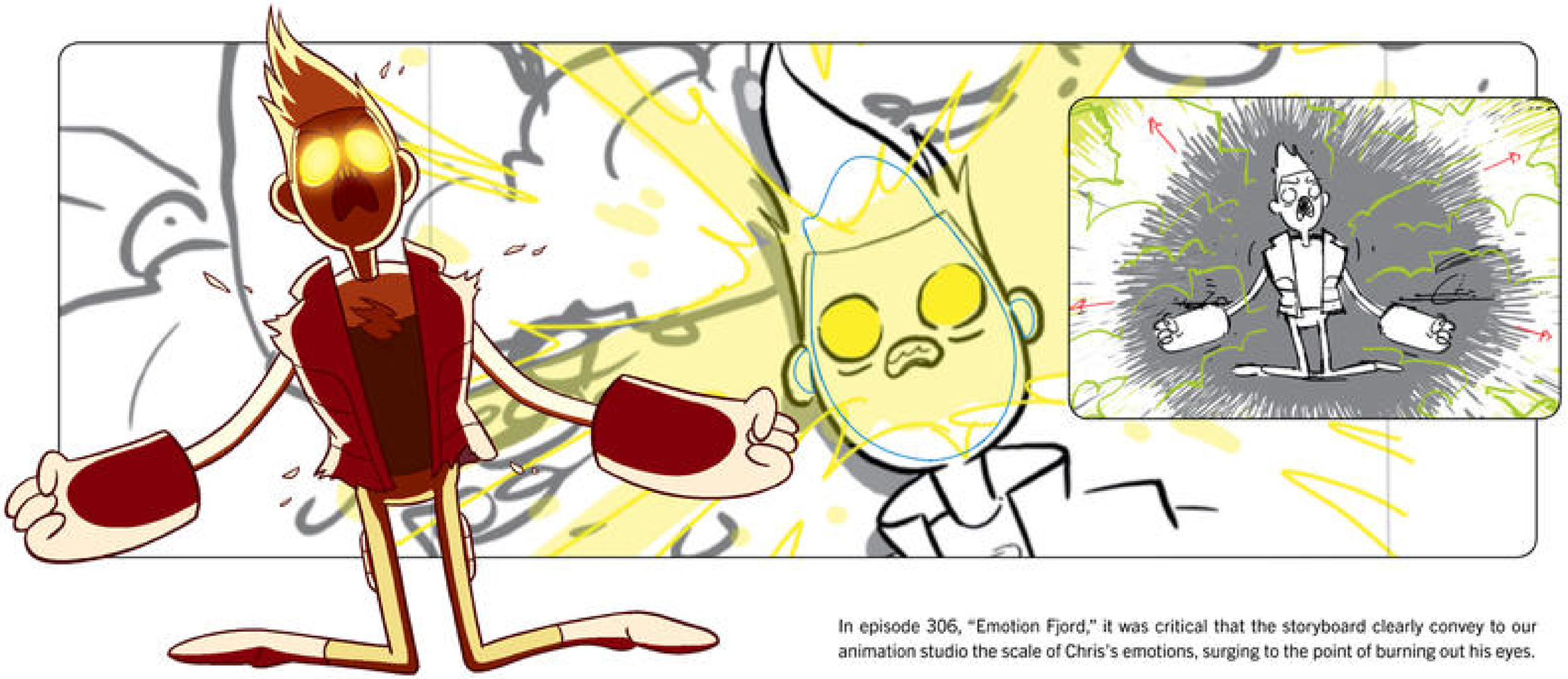




Effects are the show's lifeblood. Each one is meticulously designed and executed to enhance the emotional and physical stakes of the episode. It's very serious stuff. Here's Chris dressed as a wizard sitting on the toilet.



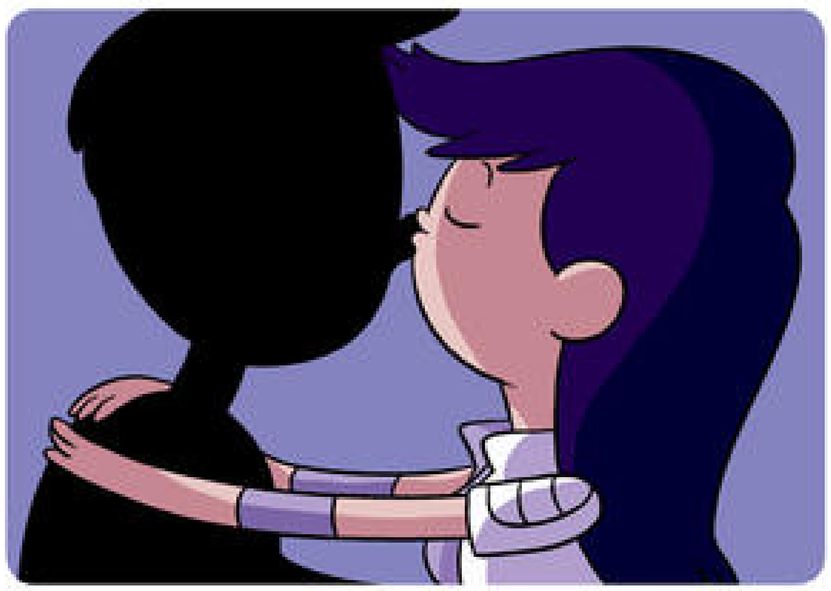
The first three seasons were animated at Dong Woo Studios in South Korea. For certain movements, special poses are drawn so the animation is as close to the director's vision as possible. Visuals transcend language boundaries. This pose – from episode 103, "The Bunless" – exemplifies the ease of showing complex movements rather than trying to describe how two butts kiss.



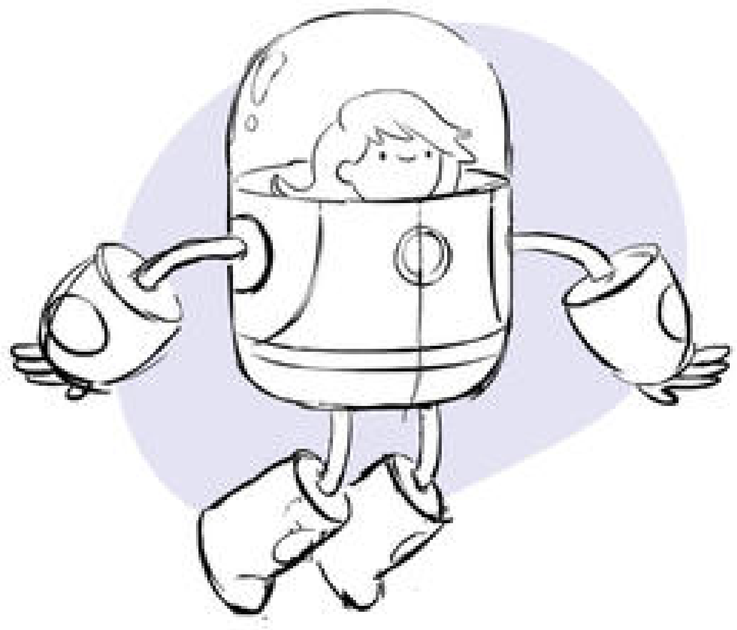
In episode 306, "Emotion Fjord," it was critical that the storyboard clearly convey to our animation studio the scale of Chris's emotions, surging to the point of burning out his eyes.

BETH TEZUKA

Science officer, butt-kicking officer, and current captain of the Bravest Warriors, Beth's hover plate is full. She doesn't have time for feelings. Her sticker pet is a cat, and its go-to form is whip. The bazooka is pretty boss, too.



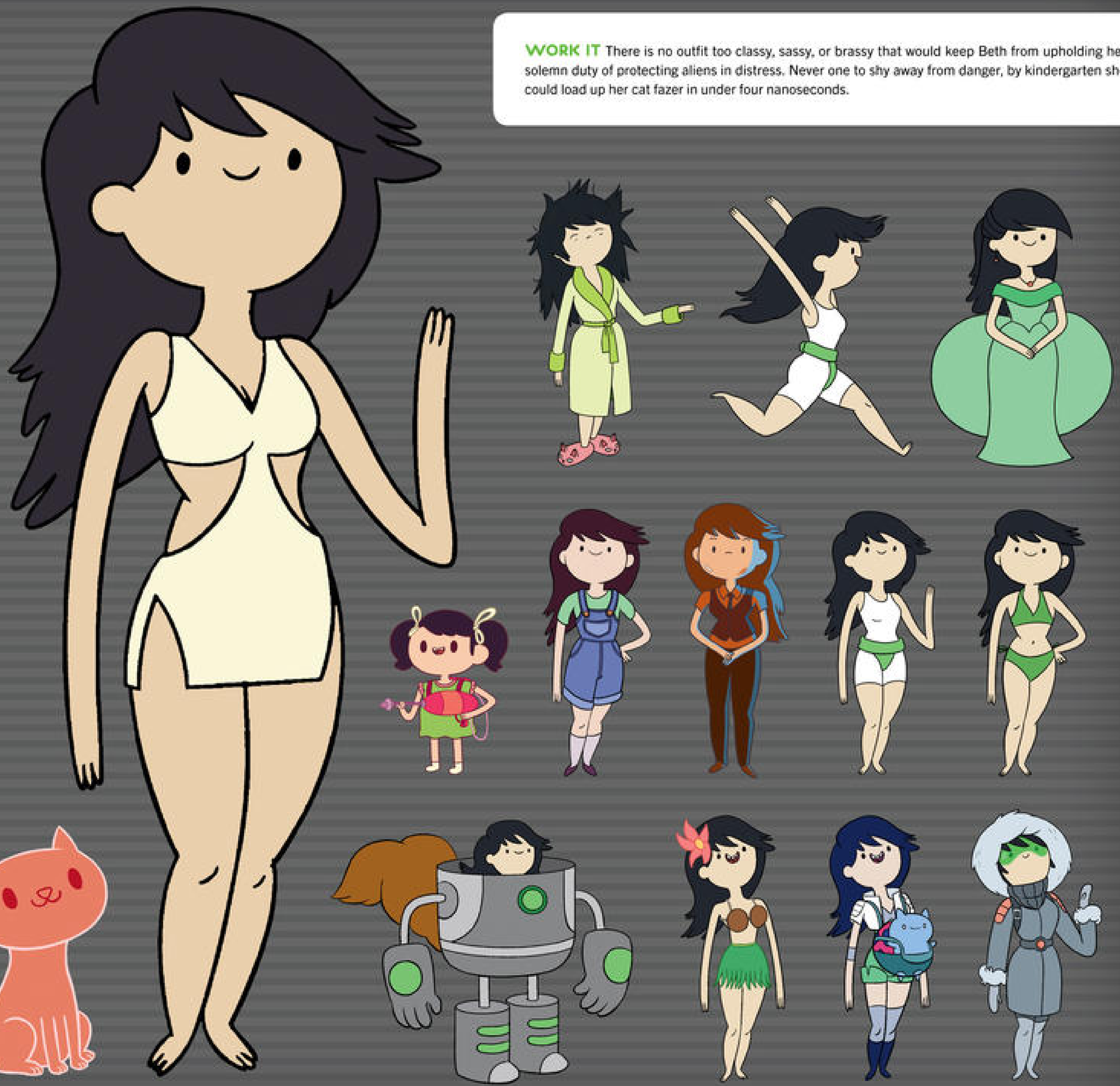
HOLD UP If love is just a myth created to sell more Wanksgiving greeting cards, then who's this mystery babe Beth's smoochin' up on? Being a teen is illogical and mad complicated.

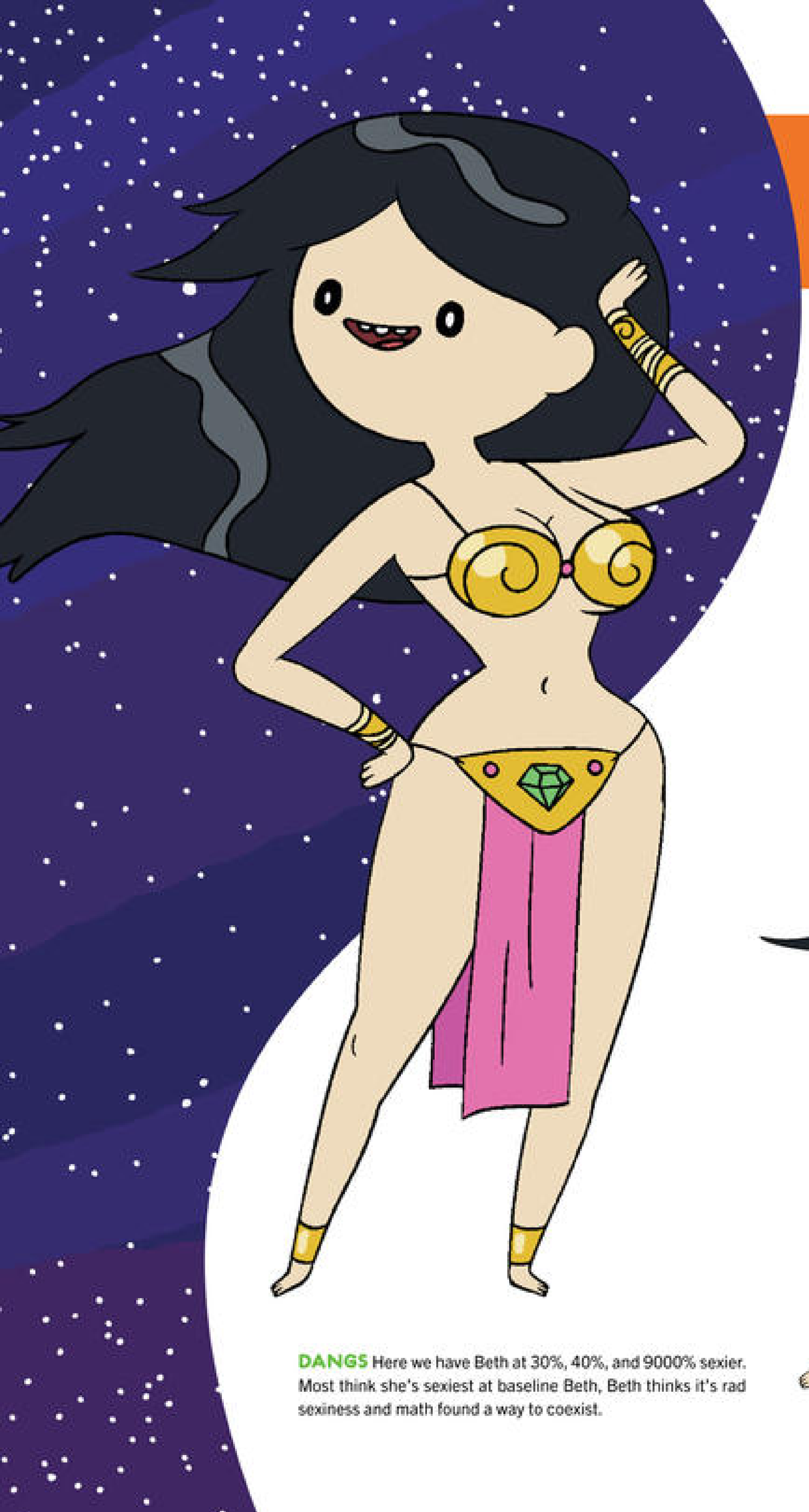


Concept sketches by Phil Rynda. Though Beth is updated from the pilot, her initial look underwent few changes and stayed fairly true to the final design.

Rough sketches from episode 107, "Gas Powered Stick" (below). Beth is voiced by Liliana Mumy. Just like you can count on Beth to roast some baddies, you can always count on Liliana delivering a dynamic performance to match these awesome expressions. In the pilot, Beth was originally voiced by voiceover powerhouse Tara Strong (who, coincidentally, was later cast as Plum in the series).

WORK IT There is no outfit too classy, sassy, or brassy that would keep Beth from upholding her solemn duty of protecting aliens in distress. Never one to shy away from danger, by kindergarten she could load up her cat fazer in under four nanoseconds.

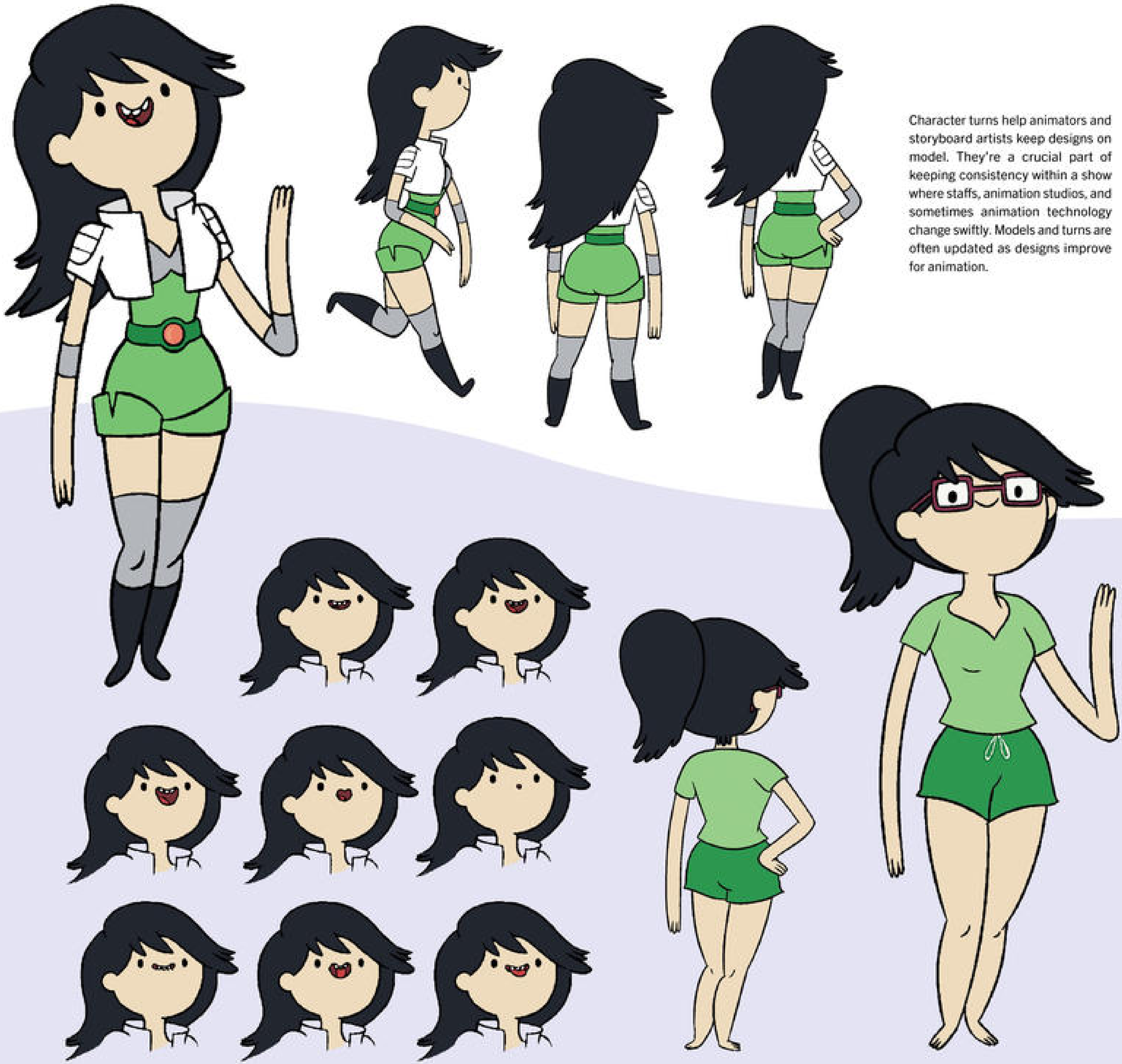




"TRYING TO CONTROL THIS THING IS KINDA LIKE TRYING TO MAKE OATMEAL CRY."

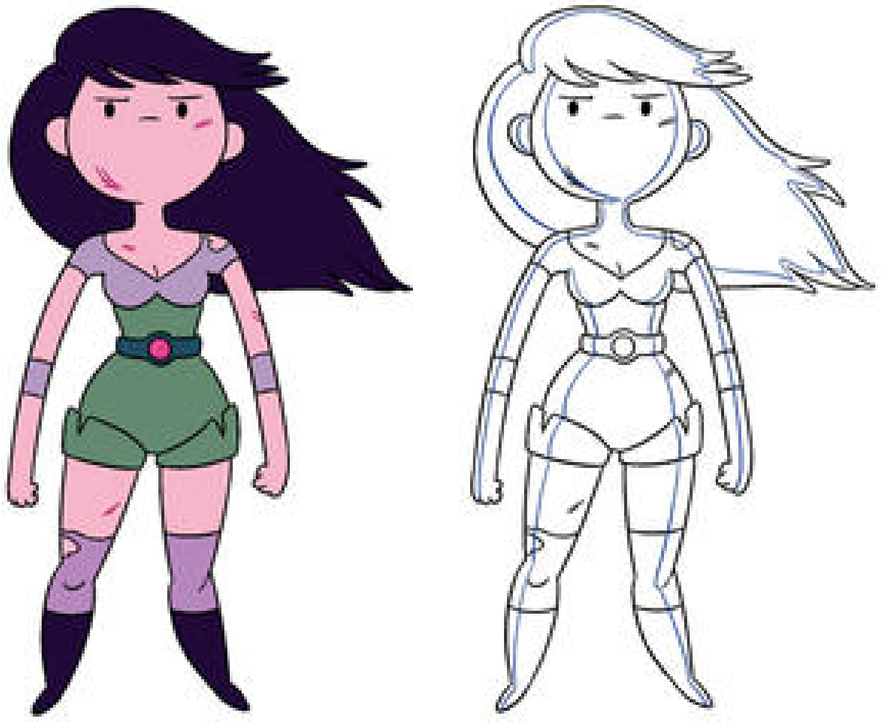
DANGS Here we have Beth at 30%, 40%, and 9000% sexier. Most think she's sexiest at baseline Beth, Beth thinks it's rad sexiness and math found a way to coexist.

Even Bravest Warriors can't escape the scrutiny of parental expectations. Beth's dad doesn't ask for much, just that she maintain "A's" in quantum botany, keep her room neat, and be the vessel for birthing ultimate evil.



Character turns help animators and storyboard artists keep designs on model. They're a crucial part of keeping consistency within a show where staffs, animation studios, and sometimes animation technology change swiftly. Models and turns are often updated as designs improve for animation.

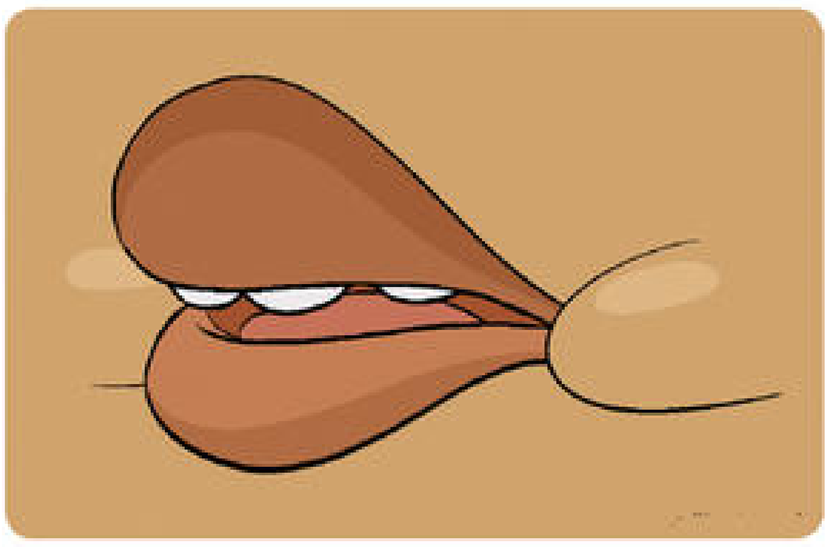
Because the show initially aired on YouTube, Frederator Studios was privy to data about audience engagement on a scale far more in-depth than their previous productions. For example, this scene of Beth shaving her armpits is the most skipped over in the series.



The blue lines within Beth's outline (right) indicate to animators where "rims" go once the drawing is colored. Rims are where light hits a character within a scene.

DANNY VASQUEZ

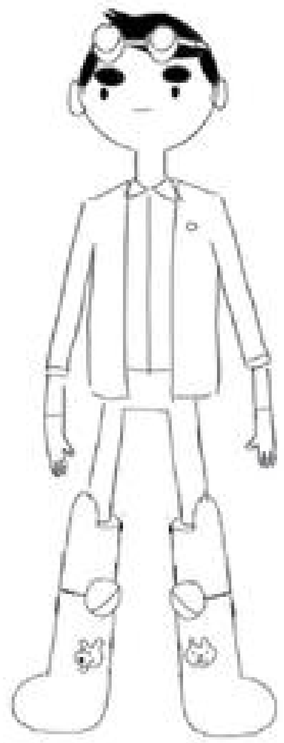
The little D-Train that could, Danny is the Bravest Warriors' chief engineer and tech-daddy (Danny gave himself that nickname; we REALLY hope it doesn't stick). Danny's sticker pet is a dog, often acting as both weapon and shield. Physically and emotionally.



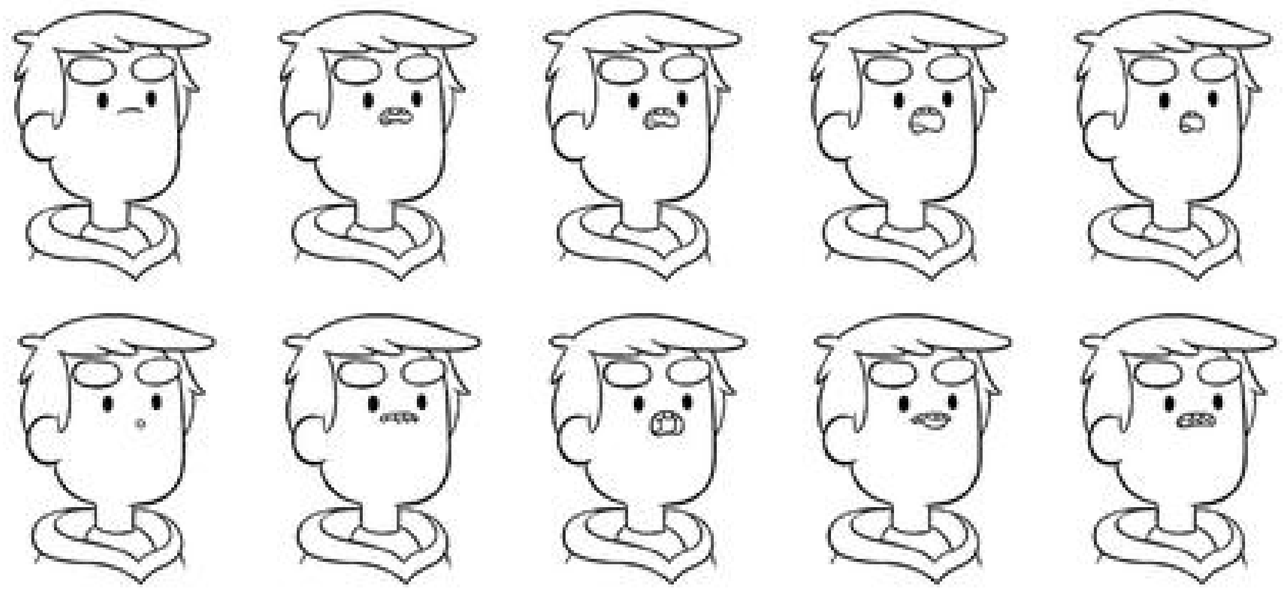
SO JUICY Here's a fact almost as juicy as Danny's lips: the name Danny Vasquez was inspired by Jhonen Vasquez, creator of *Invader Zim*. Jhonen even wrote and directed episode 206, "Puppetyville Horror."

Wallow attempts to treat Danny's Zgraxxis fever in a still from episode 102, "Emotion Lord" (above). Concept sketches by Phil Rynda (below).

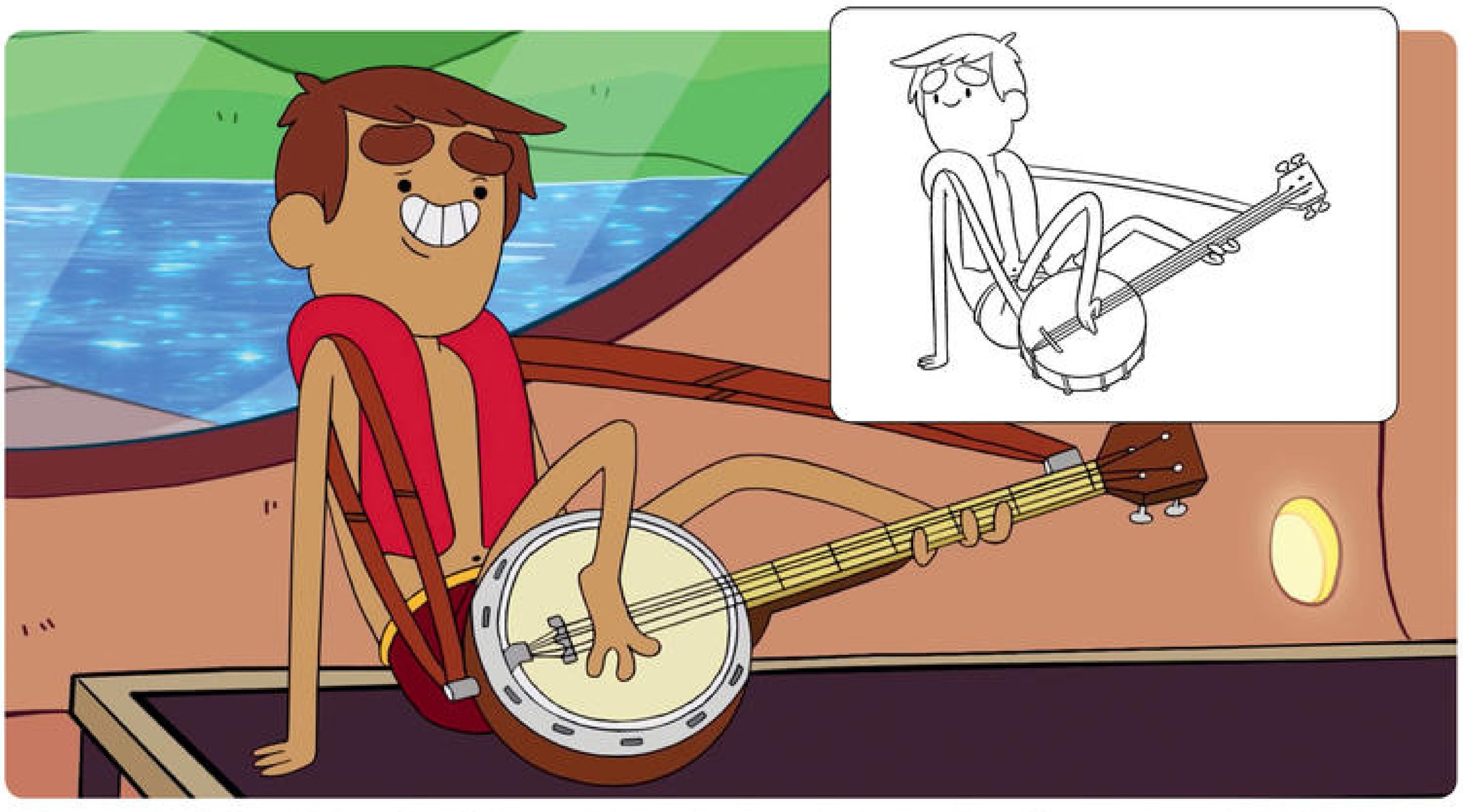
"JUST GET DOWN TO BIZ, MY NINJA."



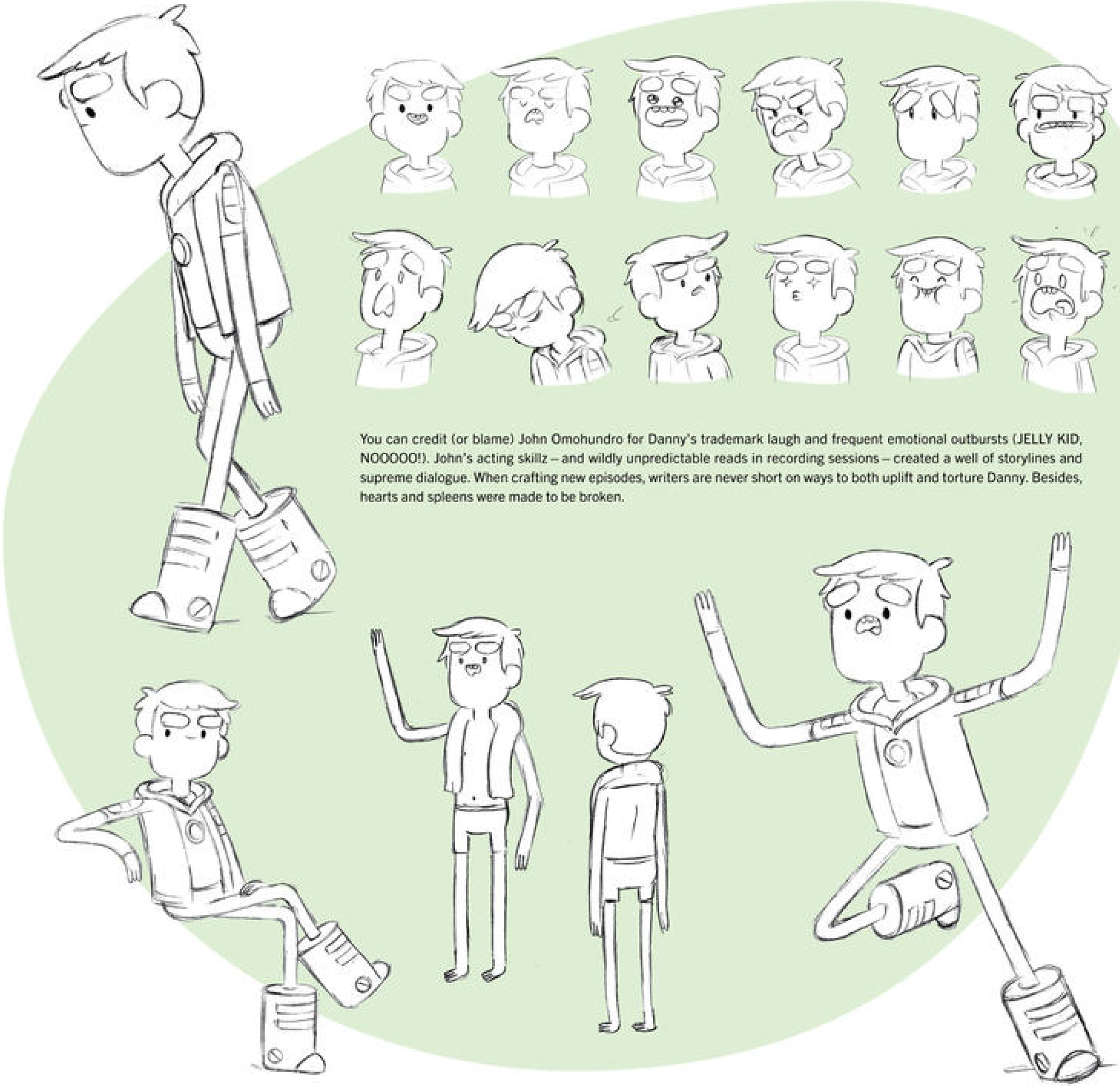
SUPS? Danny's earlier designs have a much harder, punk edge than his final iteration. Less techy-teen, more mad scientist. Though, his penchant for gadgetry was a constant in his design evolution.



Mouth charts are used to keep characters on-model and in-sync when animating their dialogue. These eleven drawings cover a range of speech; vowels, sibilants, and more complicated "ch," "th," and "sh" vocalizations. When ADR (additional dialogue replacement) is needed from completed animation, voice actors have to time their dialogue precisely with the speech already animated.

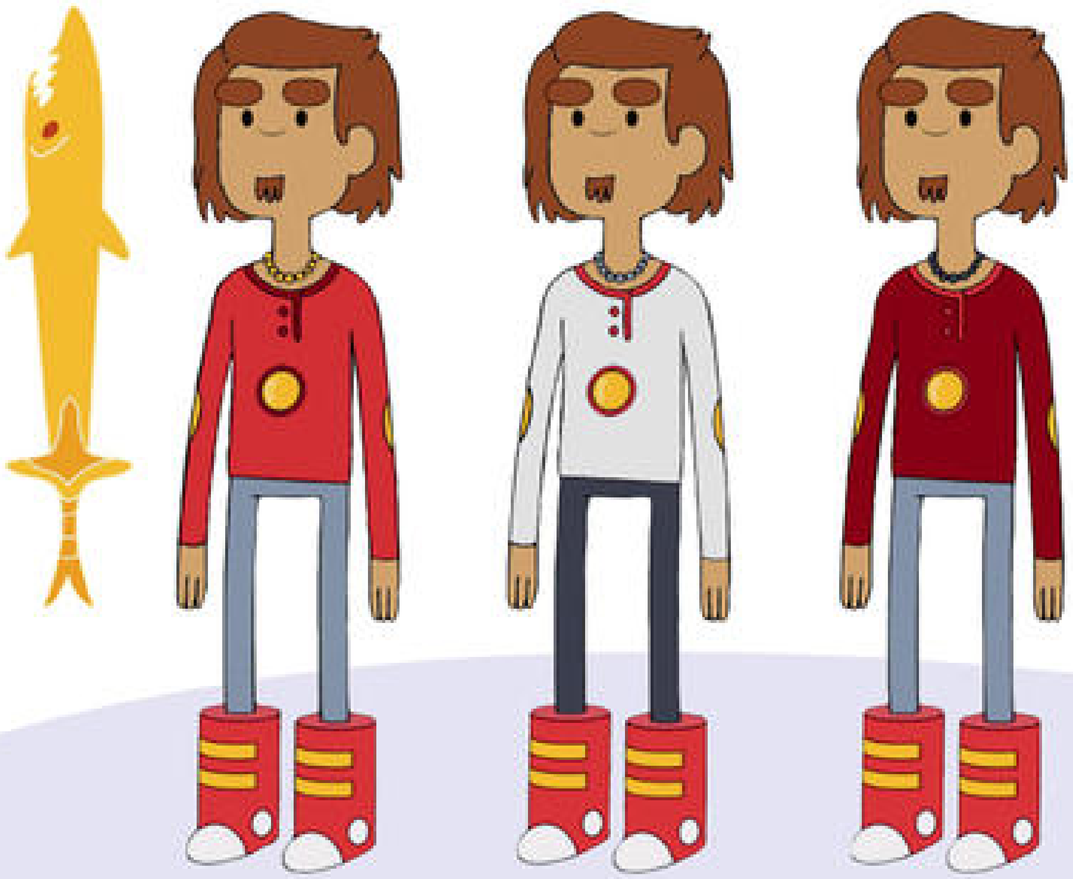


A still from episode 107, "Gas Powered Stick," where Plum is first introduced. A drawing to guide animators lock down this special pose of Danny strumming the banjo with his freakishly long toes.

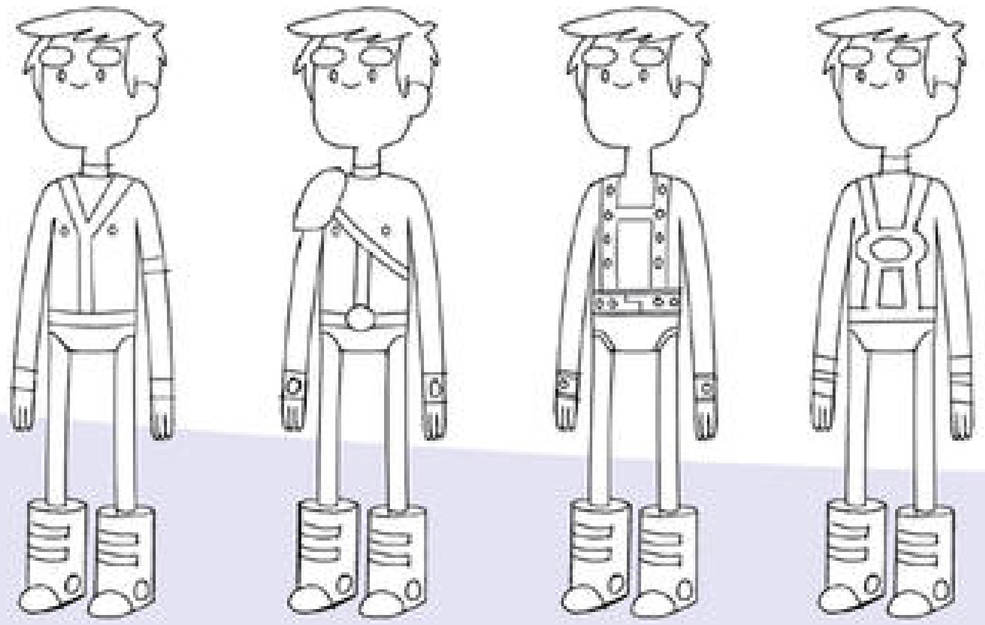


You can credit (or blame) John Omohundro for Danny's trademark laugh and frequent emotional outbursts (JELLY KID, NOOOOO!). John's acting skillz – and wildly unpredictable reads in recording sessions – created a well of storylines and supreme dialogue. When crafting new episodes, writers are never short on ways to both uplift and torture Danny. Besides, hearts and spleens were made to be broken.

CHICKA, YEAH Danny Vasquez and John Omohundro don many hats. Danny, as lover/fighter, and John as actor/writer. John wrote episode 424b, "That Ain't Working," where Danny sells his emotions to avoid a devastating break-up. Cannot confirm if art was imitating (or mocking) life.



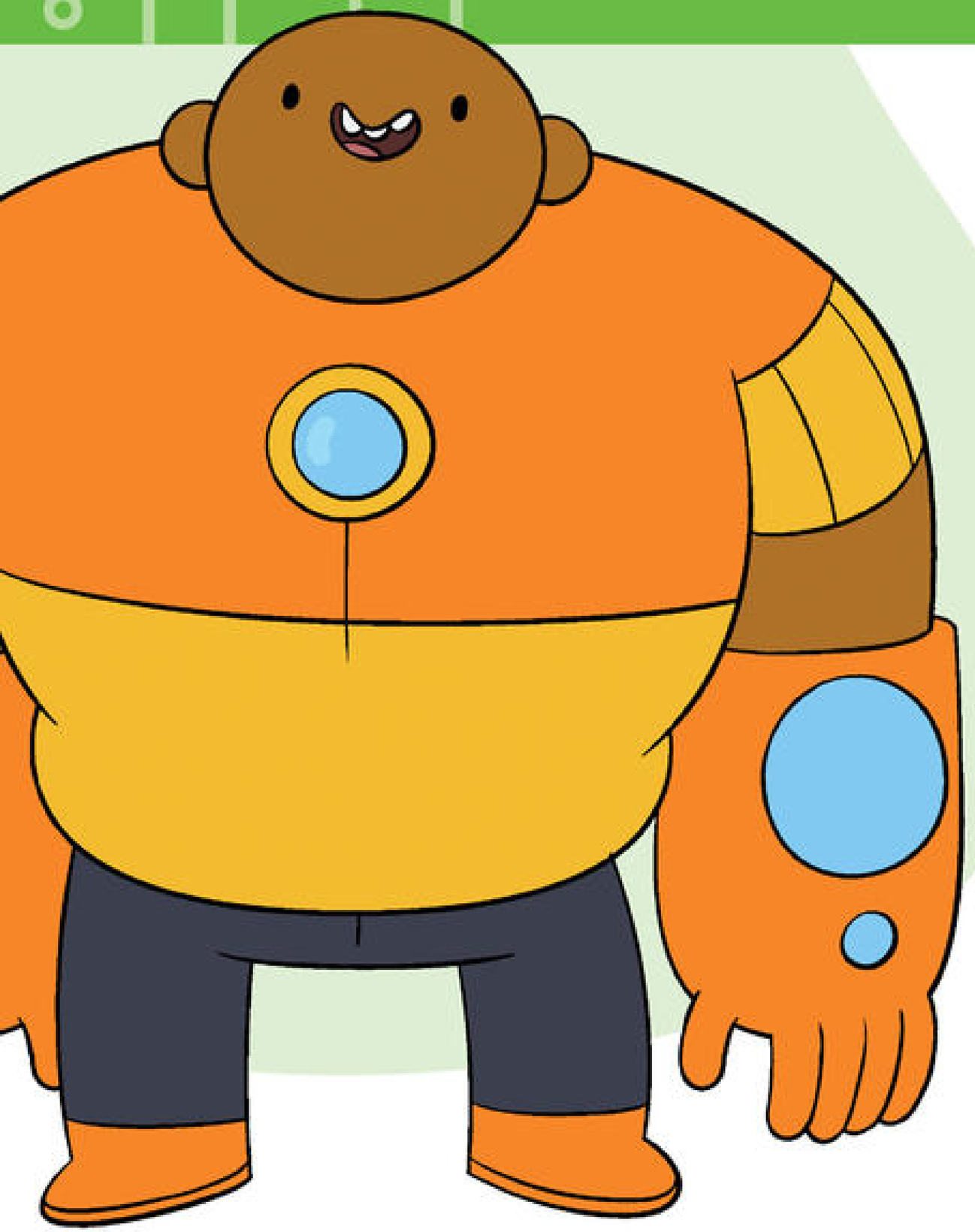
Veteran voice actor Rob Paulsen was the original Danny in the pilot for Nickelodeon. Rob (sort of) reprised his role as NüDanny, a Danny in the timeline where Danny never existed. NüDanny loves tactical memos, mushy dock talks, and slashin' his kick-ass shark sword. Below: Concept outfits from episode 416b, "Your Life is in Your Hands." Danny's "choosen one" garb was inspired by Sean Connery's character Zed in the 1974 fantasy film *Zardoz*.



Within Beth's fever dream in episode 204, "Hamster Priest," Danny takes many forms, including Worf from *Star Trek: The Next Generation.*

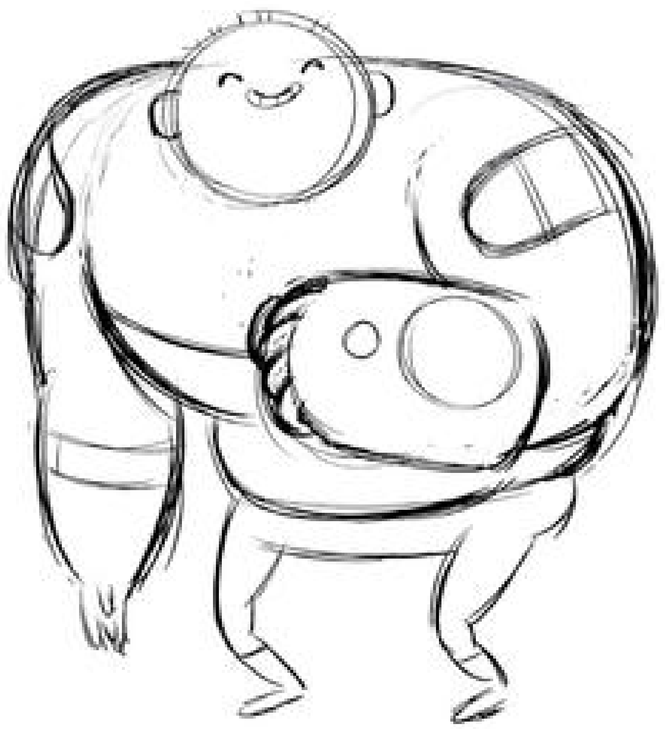
WALLOW

Chief Medical Officer and former Nurse's assistant-in-training, Wallow's top priority is nurturing cuties. As a xenophilic omni-sexual, Wallow is living his best life in 3087. Maybe you just need to catch up with the times.



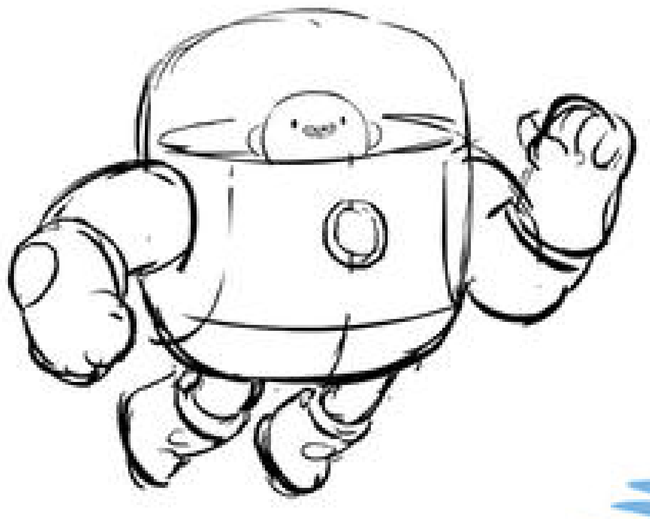
WING MAN An EMT trained in CPR and LUV, Wallow knows that even the strongest of bonds needs resuscitating. Here, he ensures Killrock and Chamsy get down to biz in episode 105, "The Bunless."

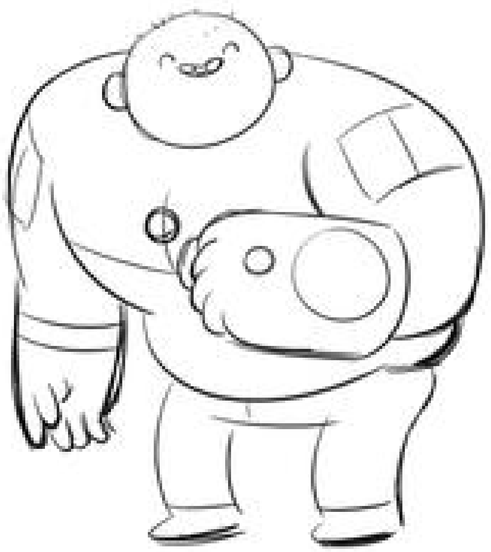
"MAN, THAT'S TOO INTENSE FOR SIX IN THE MORNING."–WALLOW



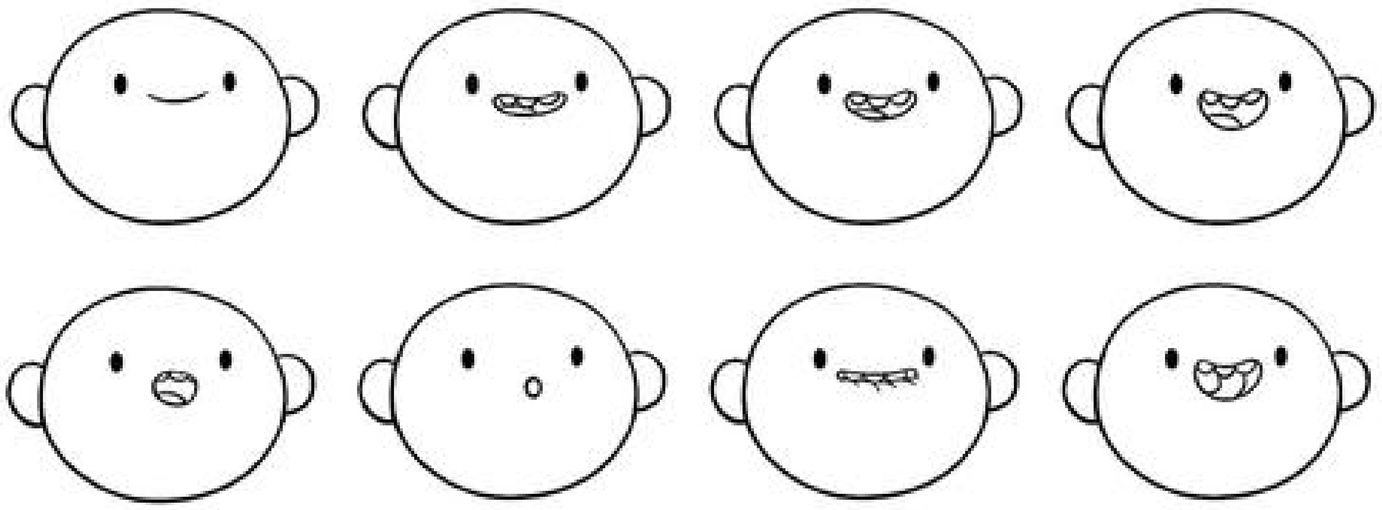
Concept sketches by Phil Rynda (left). A final design from the Nickelodeon pilot where he's credited as "Wallo" (right).

"IS IT EVEN LEGAL TO BE THIS CUTE?"

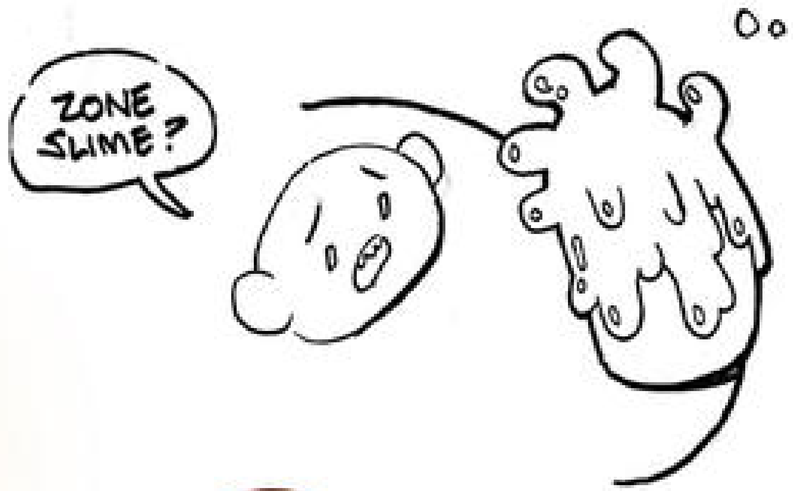




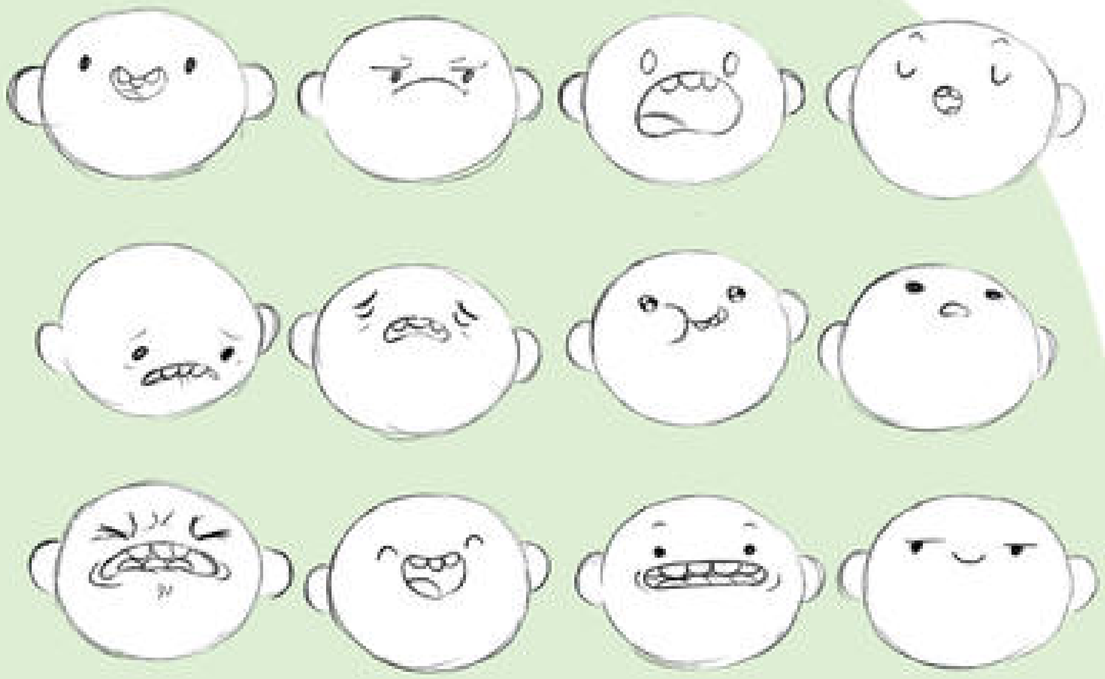
GO FALCON AXE! Seriously, go, get off, we gots hero stuff to do! More refined character sketches by Bob Flynn (right). The team opted for consistently-sized heat sensitive stickers, not proportionate to character.



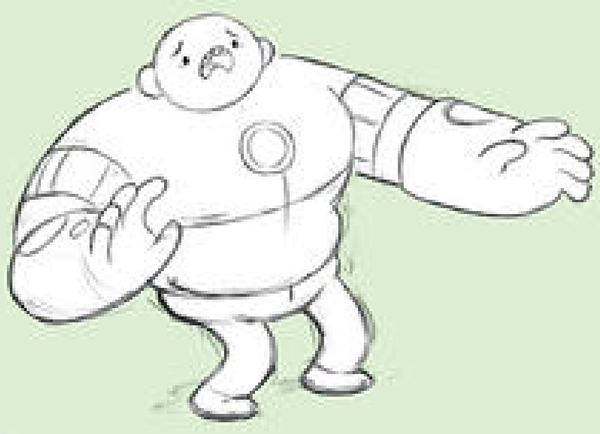
This concept sketch of Wallow eerily predicts his future loss of hand (twice). These prototypical drawings feature a four-fingered Wallow, a common design element in animation.

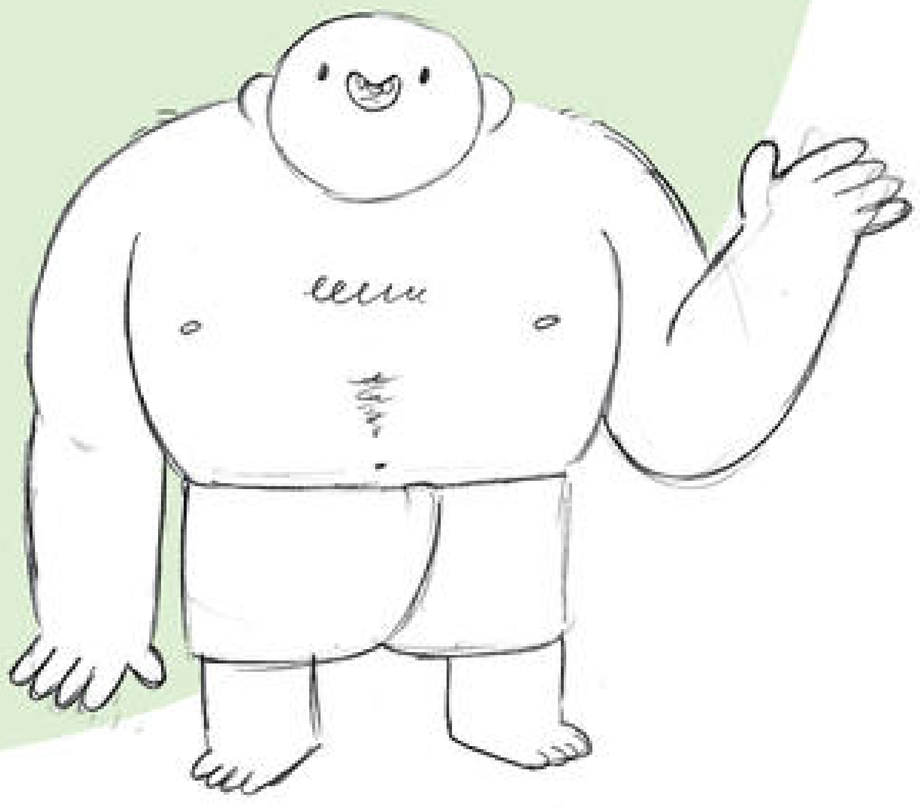


When recording episode 306, "Emotion Fjord," Ian committed so hard to Wallow's rage transformation after contact with exploding thrill seekers, he gave himself hiccups.



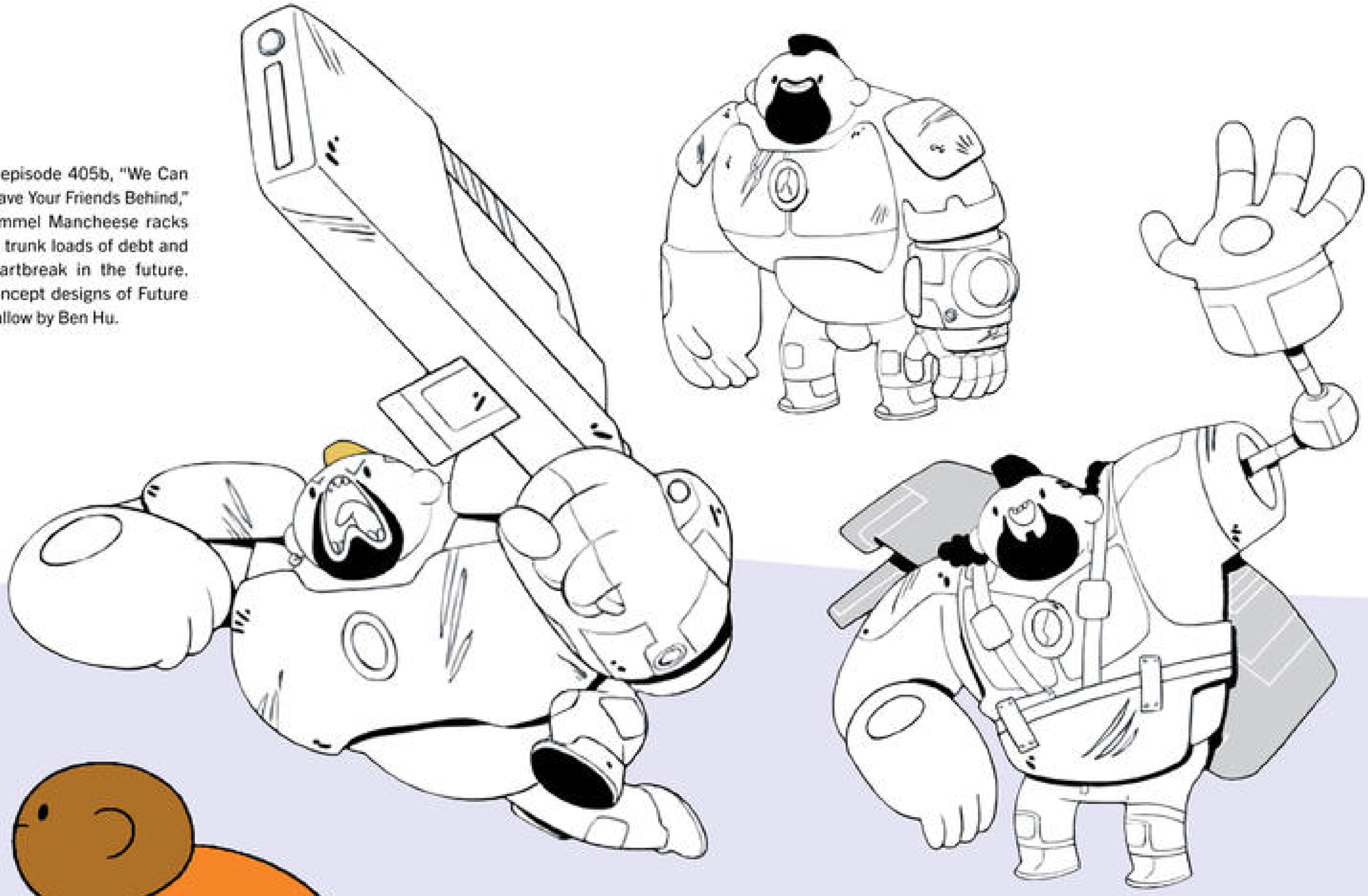
Wallow's voiced by Ian Jones-Quartey, an artist whose credits include *Adventure Time*, *Steven Universe*, and *OK KO! Let's Be Heroes* (which he created). To hone his sense of the show, Breehn made an animatic early in production where he voiced all the characters, except Wallow, who Ian voiced as a favor. Ian's energy synced perfectly with Wallow's laid back, lovable vibe, and he's delivered that same magic for the last four seasons.

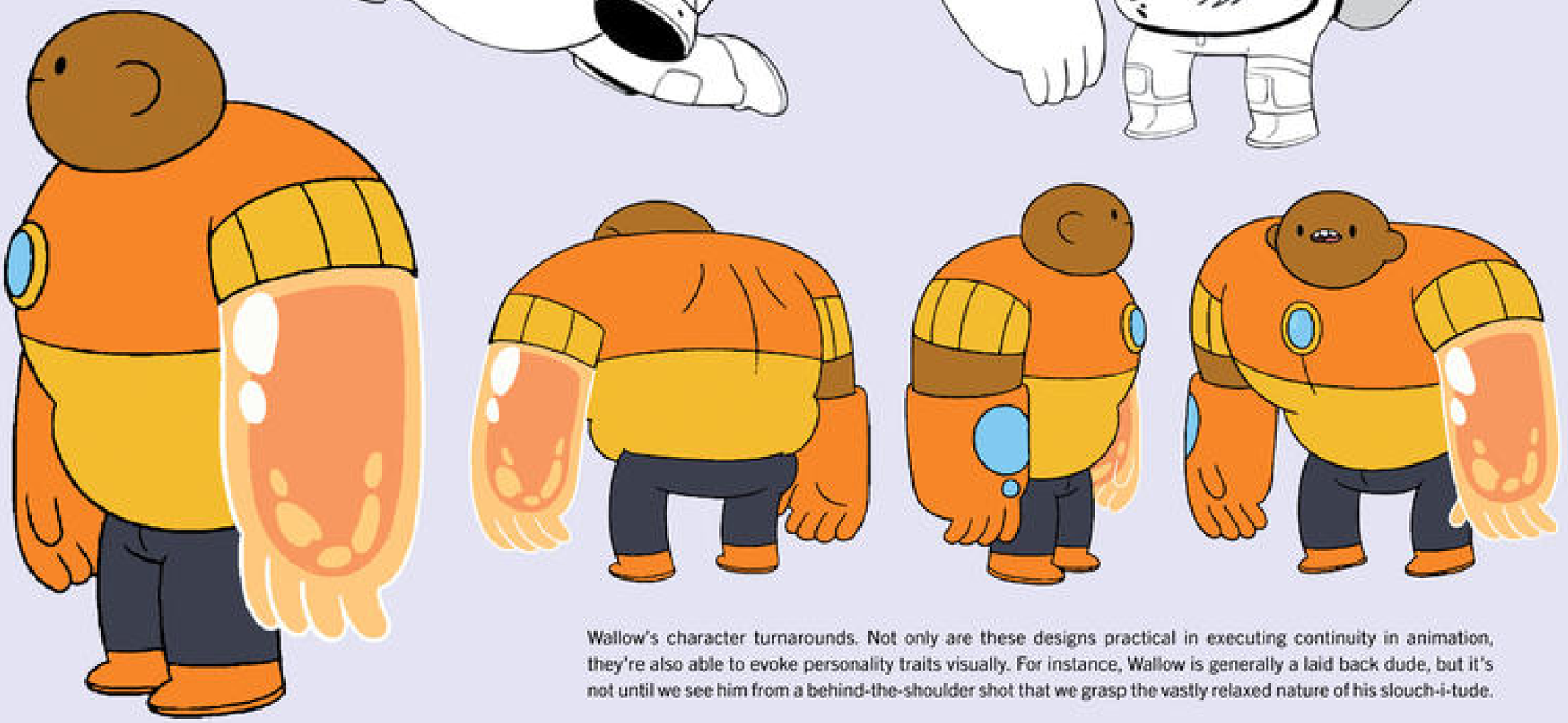




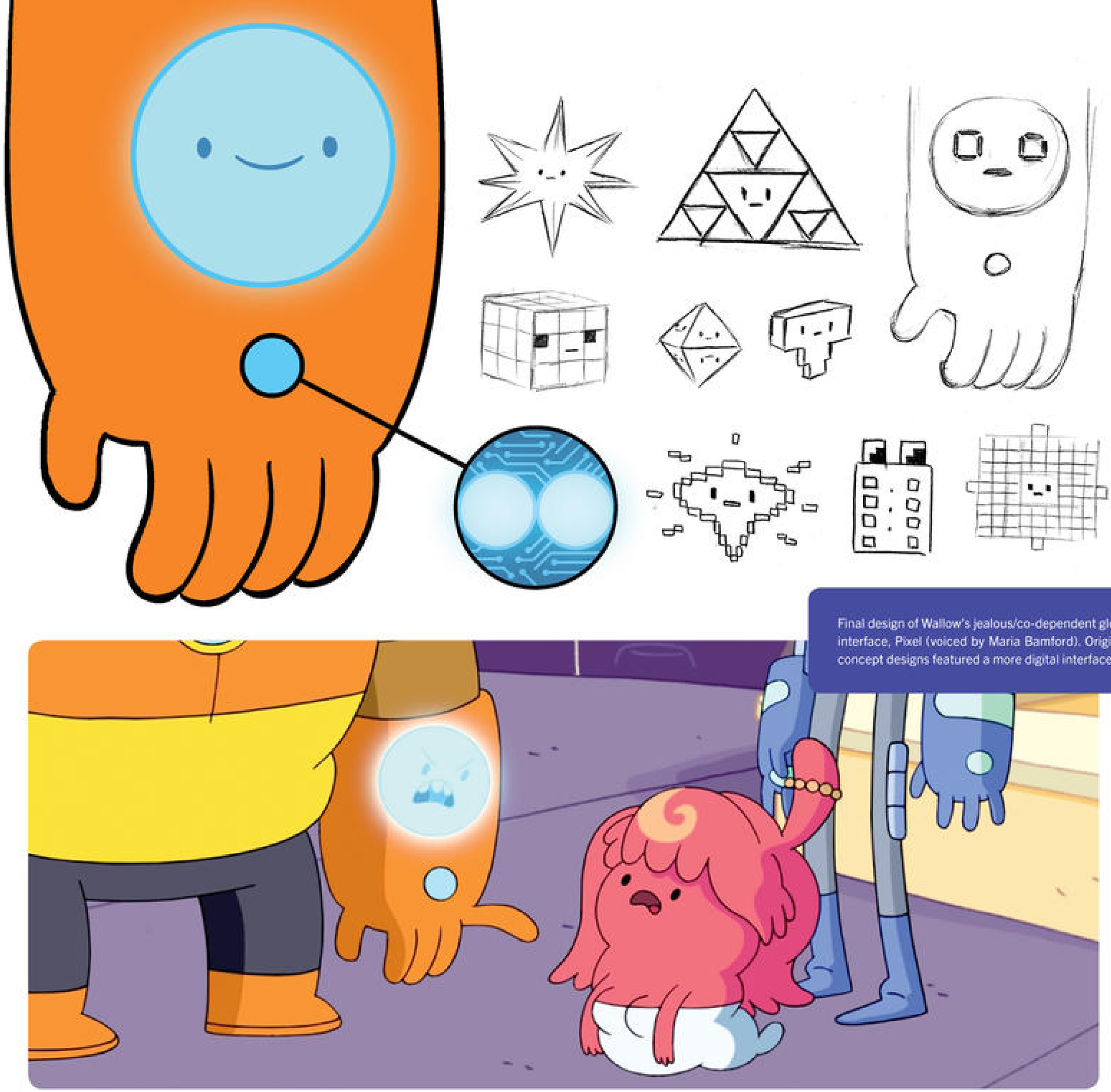
GNARLY! Wallow's sticker pet is a falcon, seen below in the form of a hubba-sweet guitar. During records, Ian usually starts off by bellowing a roaring "GO FALCON AXE" to get in character and get his voice thoroughly warmed up.

In episode 405b, "We Can Leave Your Friends Behind," Himmel Mancheese racks up trunk loads of debt and heartbreak in the future. Concept designs of Future Wallow by Ben Hu.





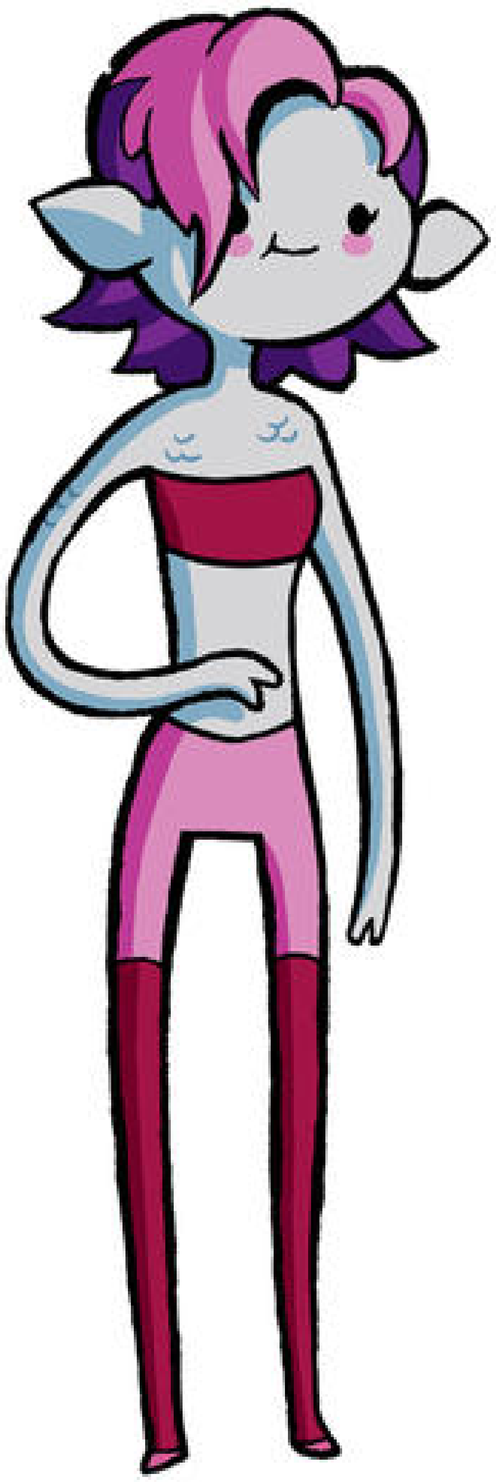
Wallow's character turnarounds. Not only are these designs practical in executing continuity in animation, they're also able to evoke personality traits visually. For instance, Wallow is generally a laid back dude, but it's not until we see him from a behind-the-shoulder shot that we grasp the vastly relaxed nature of his slouch-i-tude.

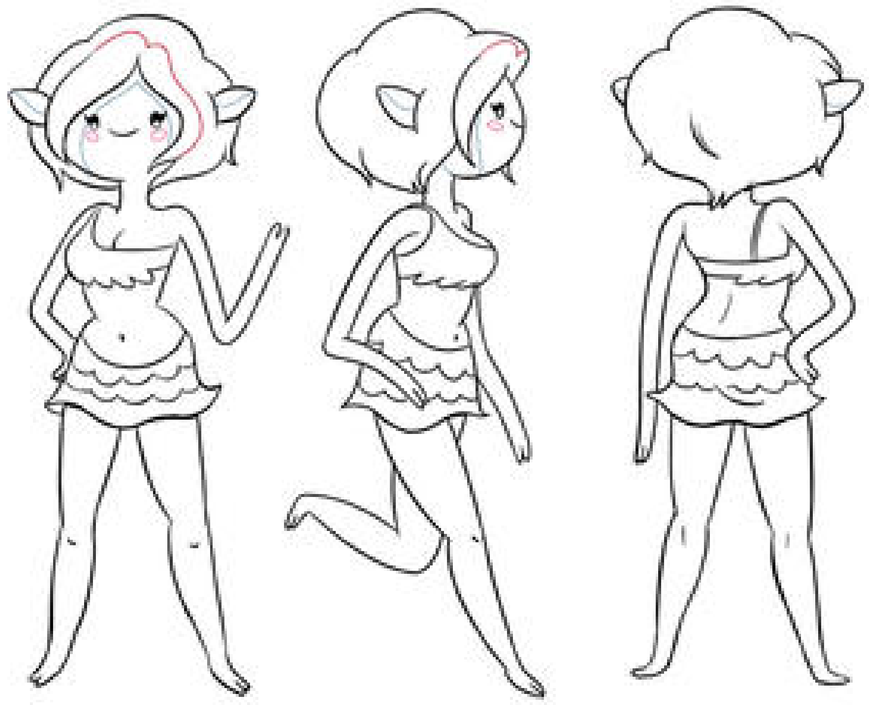


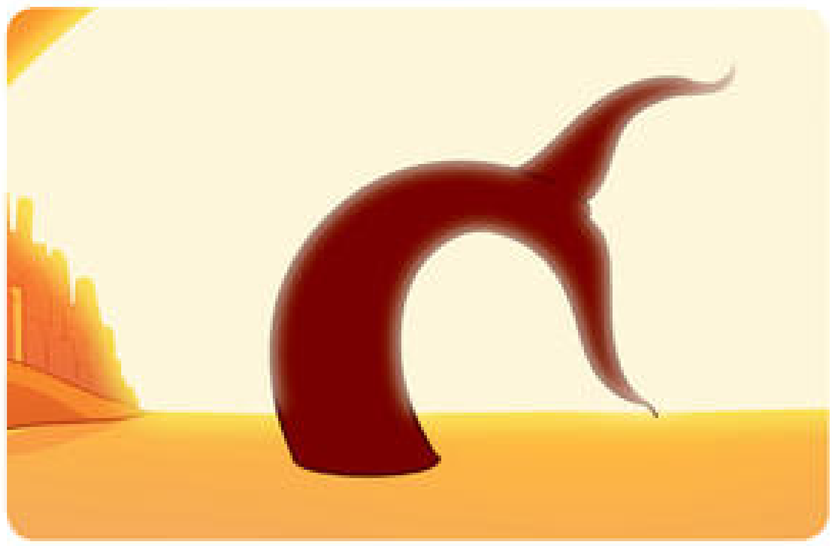
Final design of Wallow's jealous/co-dependent glove interface, Pixel (voiced by Maria Bamford). Original concept designs featured a more digital interface.

PLUM

The unofficial fifth member of the Bravest Warriors, Plum's TOTALLY down to help out! . . . sorta. Look, she didn't take an oath to save lil' dudes in distress, okay? So why mess up a perfectly good bod if she's not SWORN to?

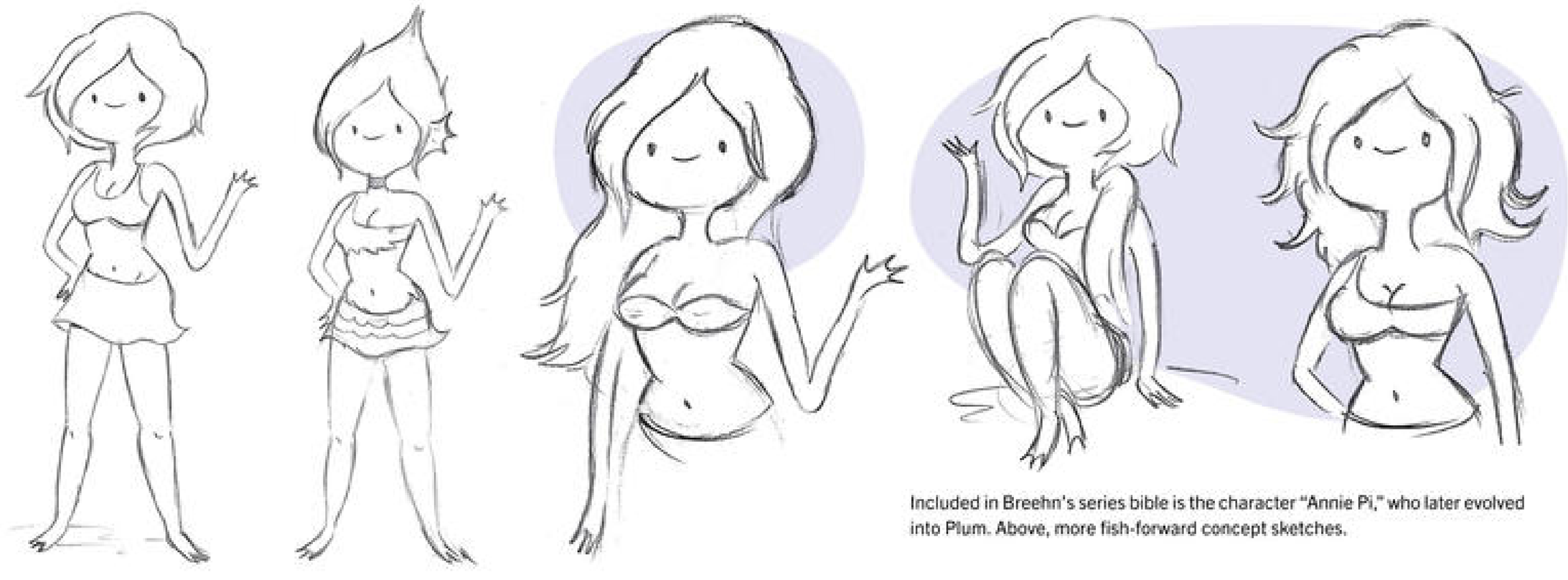




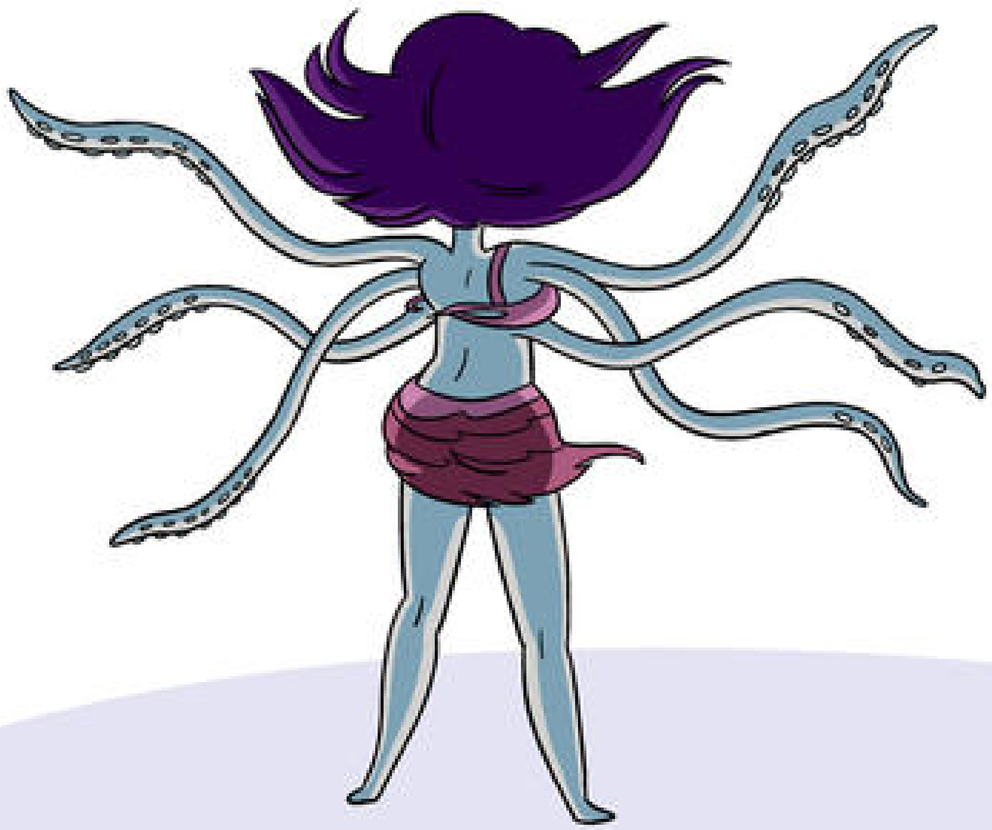


TALK TO THE TAIL! When immersed in water, Plum grows a hella-cool fishtail. She sleeps in a water bed (like, literally), but takes precautions when strutting in the rain by wearing a protective hydrotard.

"YOU'RE A WEAPON OF SASS DESTRUCTION."–PLUM

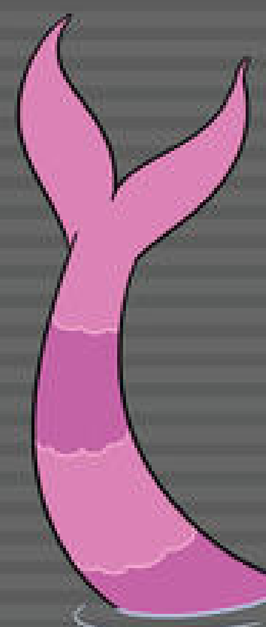


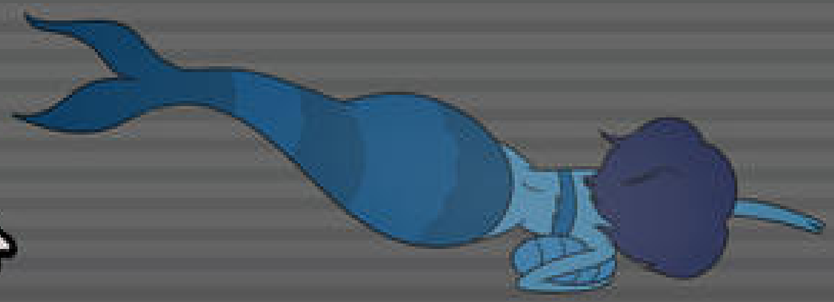
Included in Breehn's series bible is the character "Annie Pi," who later evolved into Plum. Above, more fish-forward concept sketches.



Plum is half merewif, half memory donk. In old English lore, merewifs are sea witches, essentially prototype mermaids. When Plum donks out, she channels her 3000-year-old brain, wiping the memories of those around her.

FIERCE! The magnanimous Tara Strong has been the voice of Plum since day one. Though usually her peppy, pseudo-eastern European teen self, Plum's inner memory donk has a voice of its own. Tara Strong pulled double duty for this in episode 306, "Emotion Fjord."



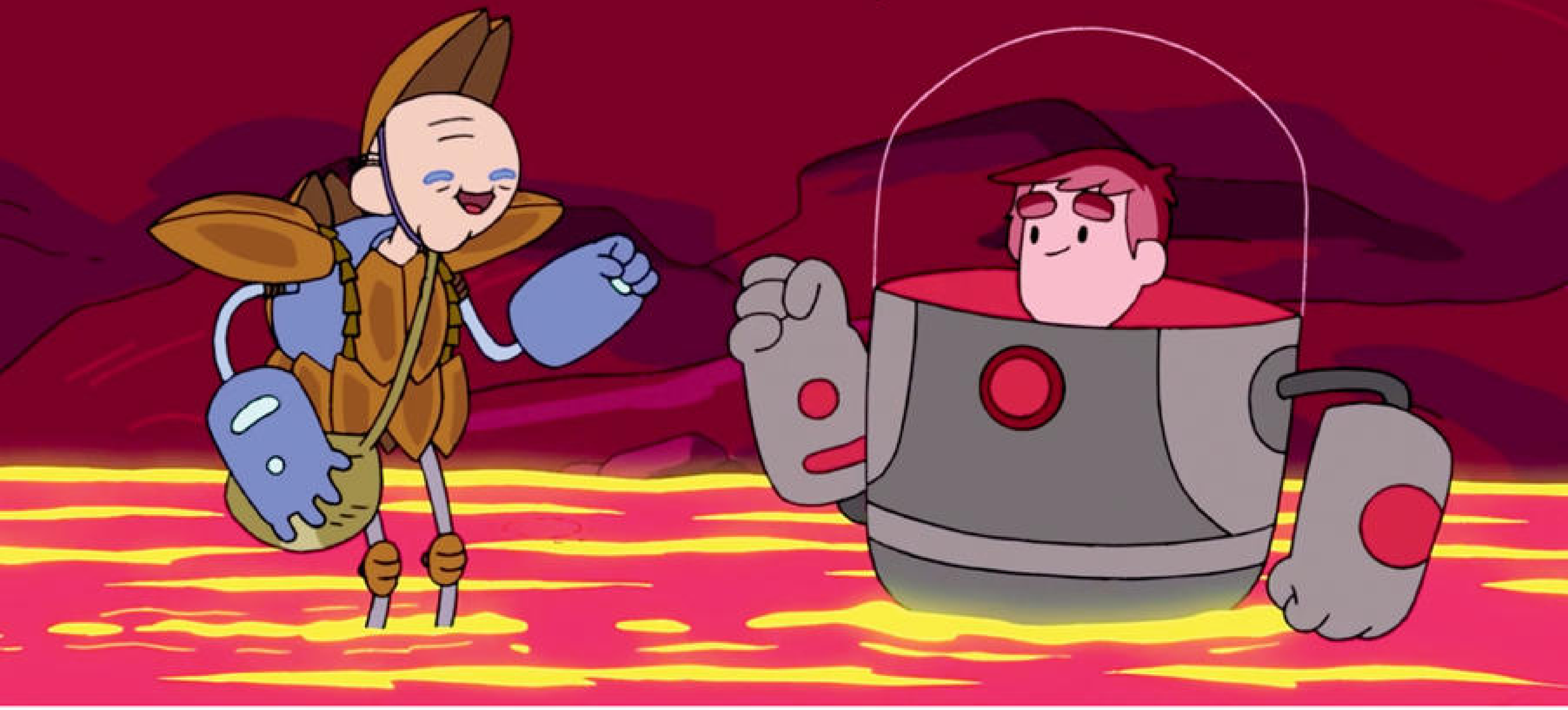


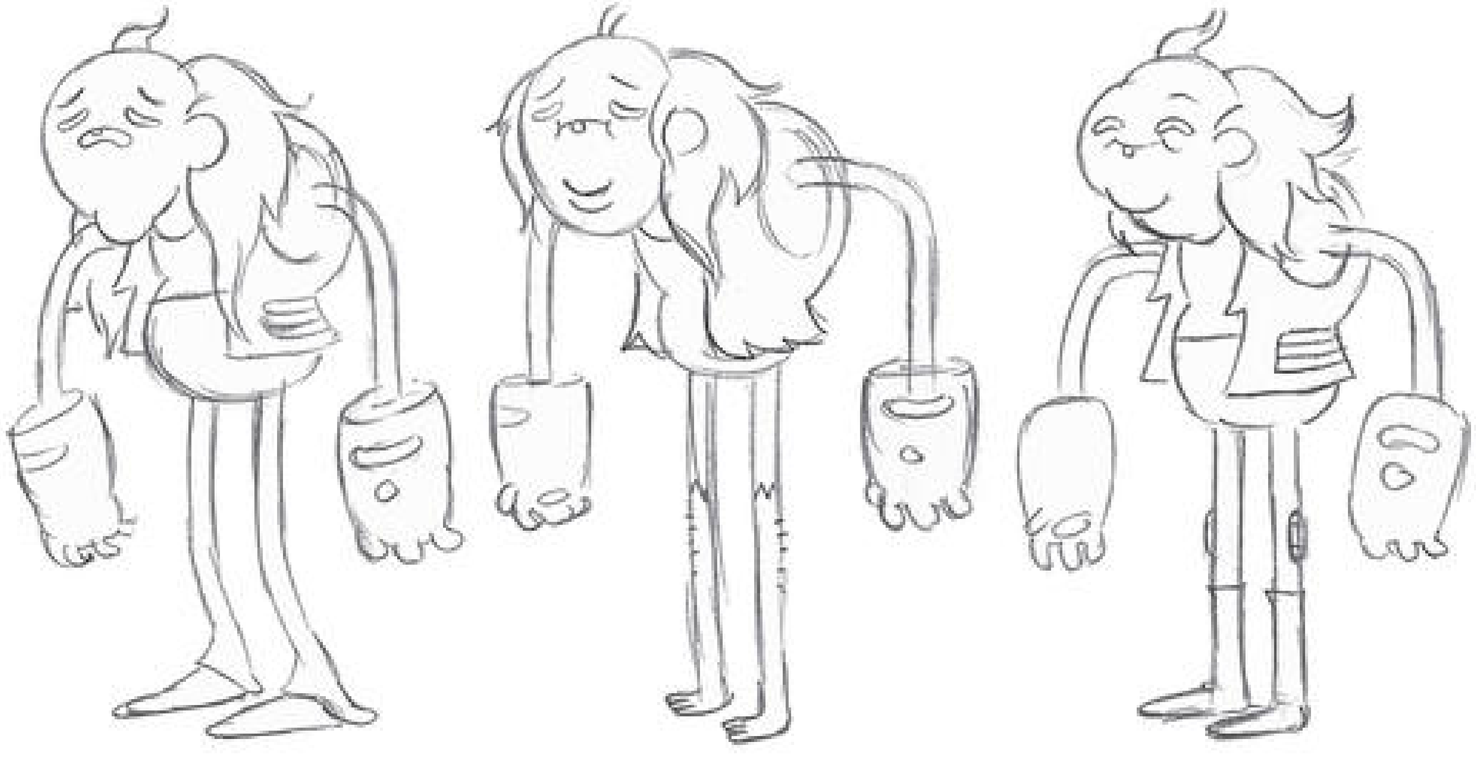
EMOTION LORD

Hey it's me! You know, you! From the future! Well, I suppose that's only fitting if you're Chris. He's the whiney one I like to spook up from time to time. Just slap me with a Raisinette and call me Delilah, stranger!

OLD, ALONE, BANANAS In episode 208, "Parasox Pub," Chris comes face to face to face to – you get the idea – with future and interdimensional versions of himself. The animatronic space chickens, and subsequent song, were inspired by Disneyland's Enchanted Tiki Room.

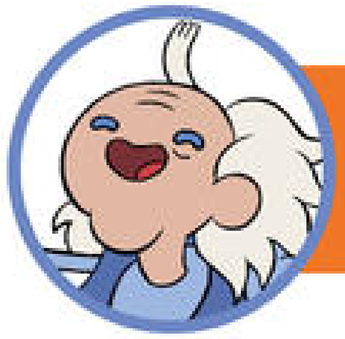
"WHAT IT IS, DABNEY."–EMOTION LORD



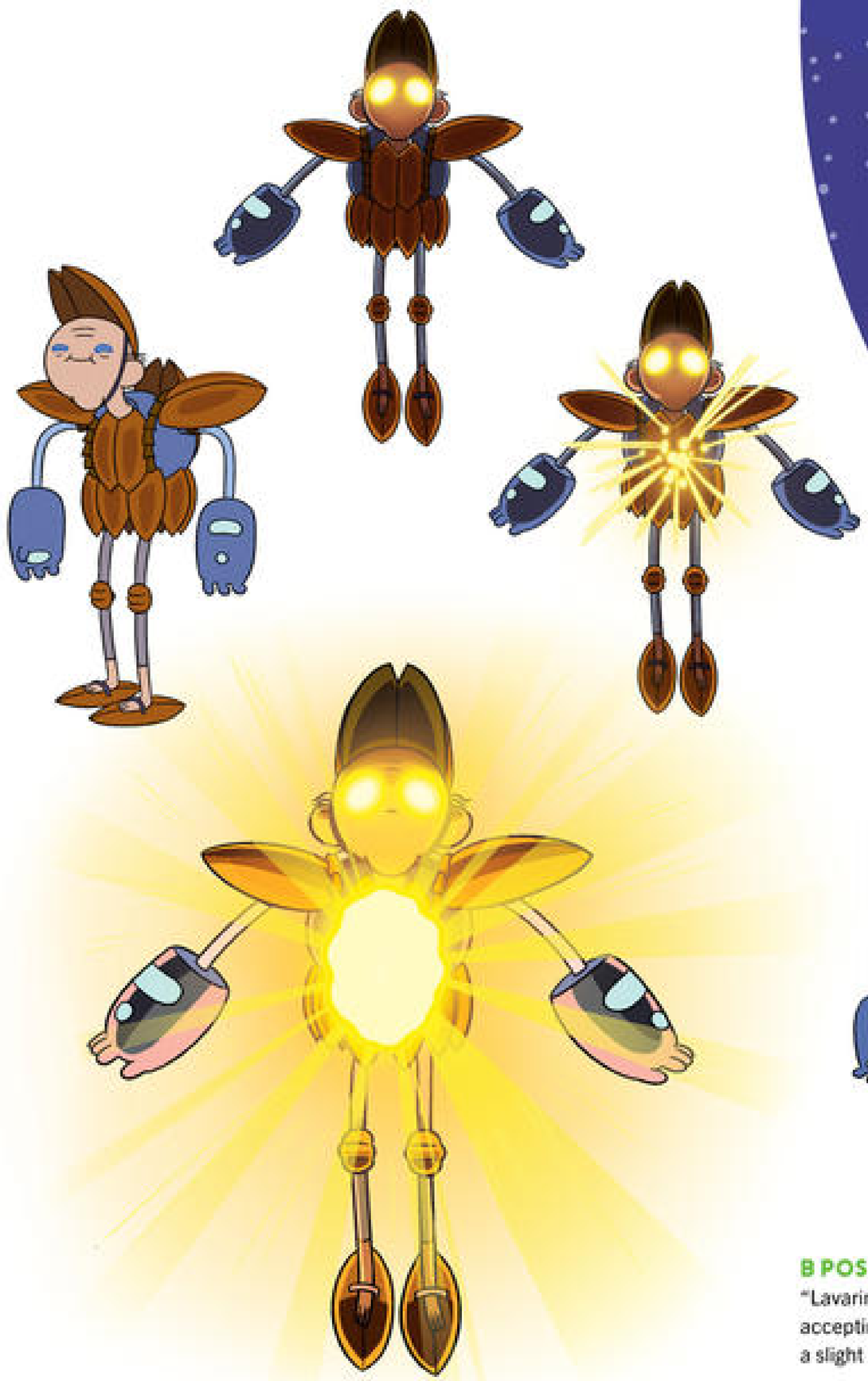


Double and triple chin sketches. The designs have a bit of Yoda flair, reinforcing the Emotion Lord's role as Chris's (slightly demented) mentor.

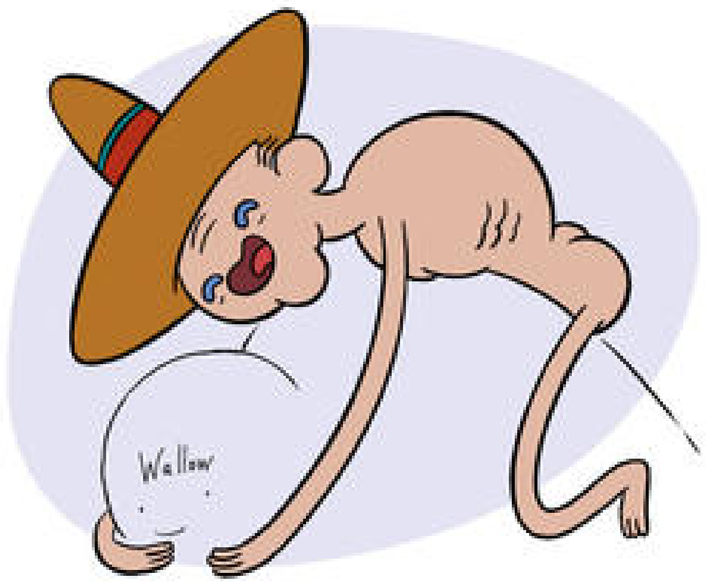
Solidifying the Emotion Lord's design was a careful balancing act, combining the joy of inhibition and the consequences of wisdom. On one hand, he's a kooky old man who makes goofy stuff appear just 'cause. On the other hand, he's the full realization of Chris mastering his Emotion Lord powers. By harnessing these powers, however, he loses his soulmate, Beth.



"DON'T LET ME TARNISH YOUR TRACK PANTS."



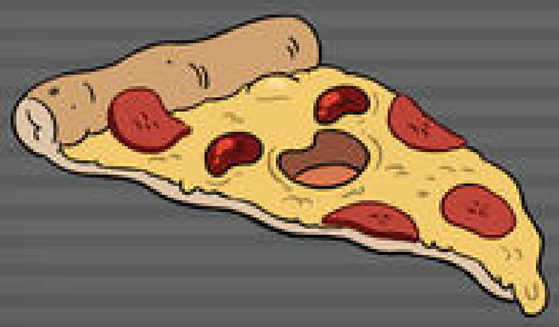
B POSITIVE! When Chris begins taking vitamin B12 in episode 106, "Lavarinth," it's not just a medically iffy way of curbing hair loss; he's accepting his fate, journeying down the path of the Emotion Lord (with a slight detour down the path of the Zarpap).

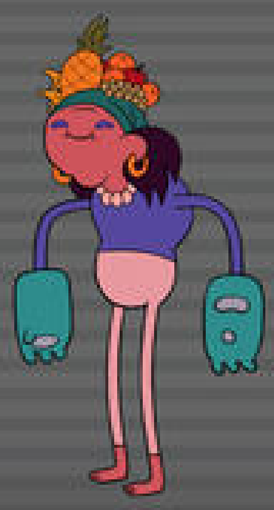


Breehn Burns is a triple (and sometimes even a quadruple or quintuple) threat. Director, writer, and actor, the Emotion Lord is one of many characters Breehn voices on the show.

Wanna hear a joke? How many Emotion Lords does it take to change your destiny? Between episodes 206, "Parasox Pub," and 411b, "Dance into the Fire," there are twenty plus different designs for the Emotion Lord, by far the most of any character on the series to date.

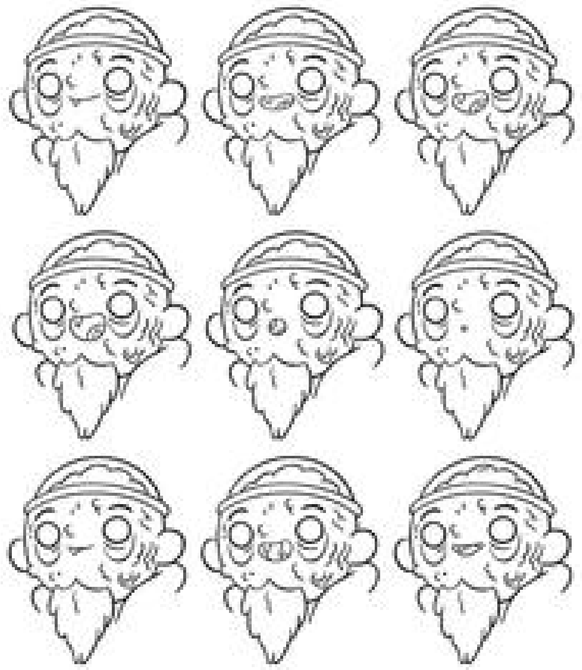
NORM! Sadly, there's no Emotion Lord "Norm Peterson." But there *is* a "Coach" and a "Cliff Clavin." As an '80s touchstone, *Cheers* was bound to get a nod in a series bursting with '80s nostalgia, along with waitress Emo, a nod to *Flo*.





THE COURAGEOUS BATTLERS

Strength and frank discussion! That's the mega-mature battle cry for the OG protectors of all things squeezable. Parents of the Bravest Warriors, the Courageous Battlers secured the universe by vanquishing bad boys into the See-Through Zone, but they too became trapped.



LASER GUNS AND SELF-BELIEF! Johnny Tezuka aka "Reverend Picklechips" (left) is hecka believable as Beth's dad. Maybe it's their shared love of science and pragmatism, or maybe it's because Johnny Tezuka is voiced by Bill Mumy, real life dad of Beth's voice actor, Liliana Mumy.

From left to right, character and accompanying voice actor: Bonnie Vasquez (Tara Strong), Tony Vasquez (Eric Bauza), Josephine Kirkman (Tara Strong), Brian Kirkman (Eric Bauza), Jeanette (Dawnn Lewis), George (Phil Morris).

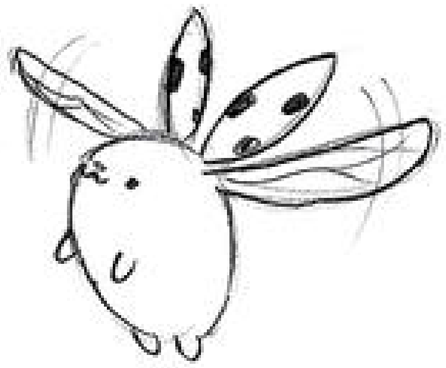
CHAPTER 3

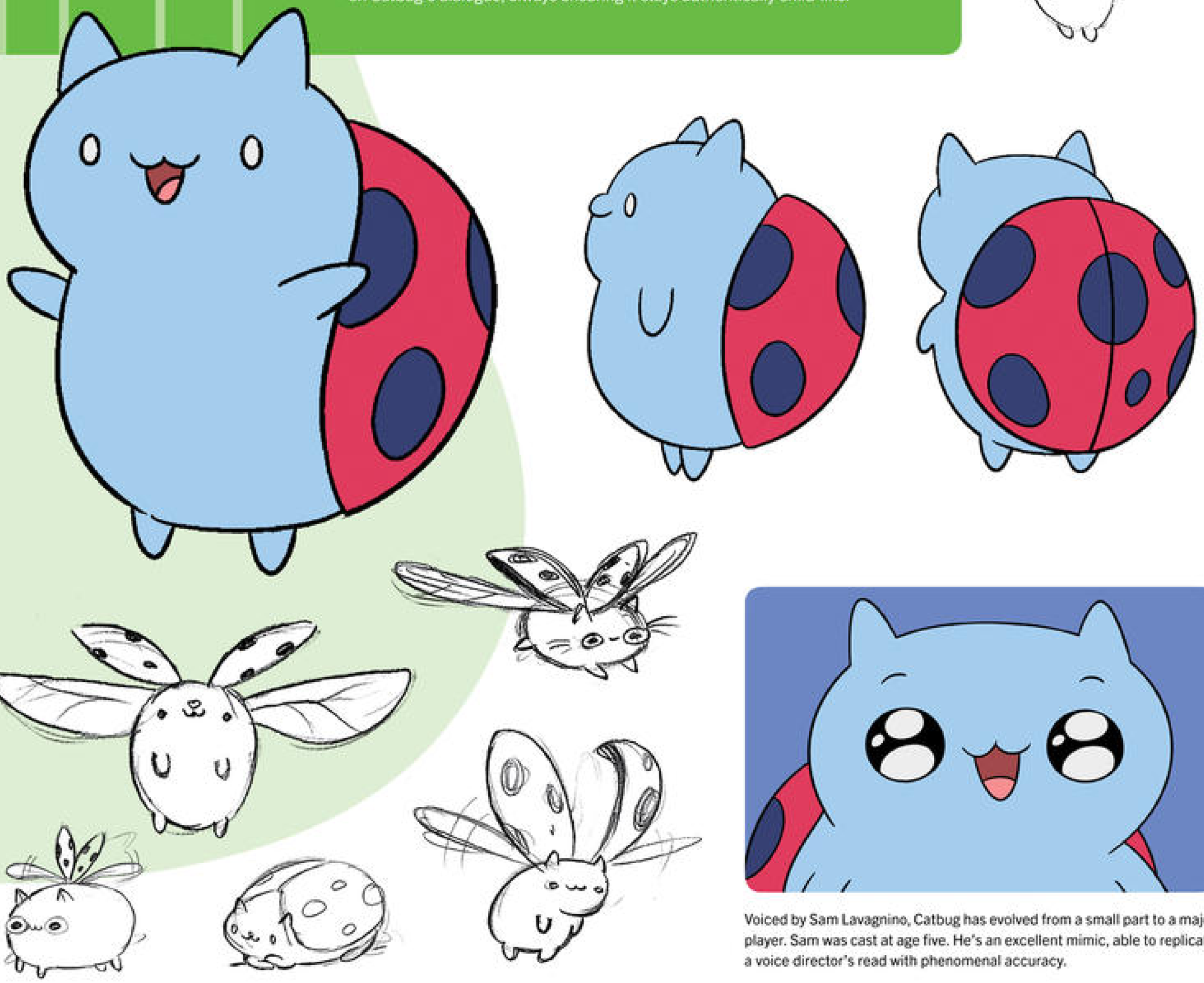
PETS & ALIENS

Some need saving, some need punishing, some just need a juice box and a nap. The creatures big, small, goody two-shoes, and baddy no-socks that inhabit the Wankiverse all have one thing in common; they make the Bravest Warriors' lives complicated and/or complete (for bestest and for worstest). Though many depend on our teens-for-hire, some wish they were dealing with dorks farther over the puberty hump.

CATBUG

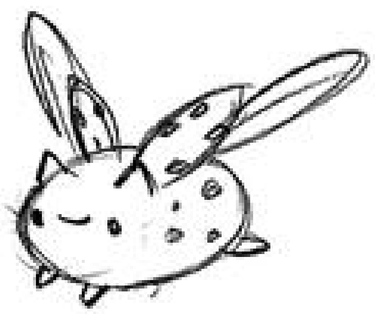
I'm Catbug! (and so can you.) This adora-bug has been melting hearts and butterprobes since season one. Writer Jason Johnson is the foremost authority on Catbug's dialogue, always ensuring it stays authentically child-like.

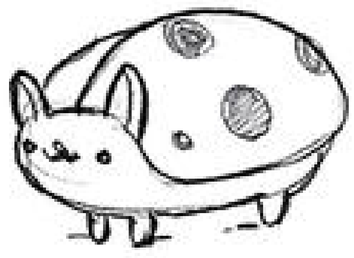




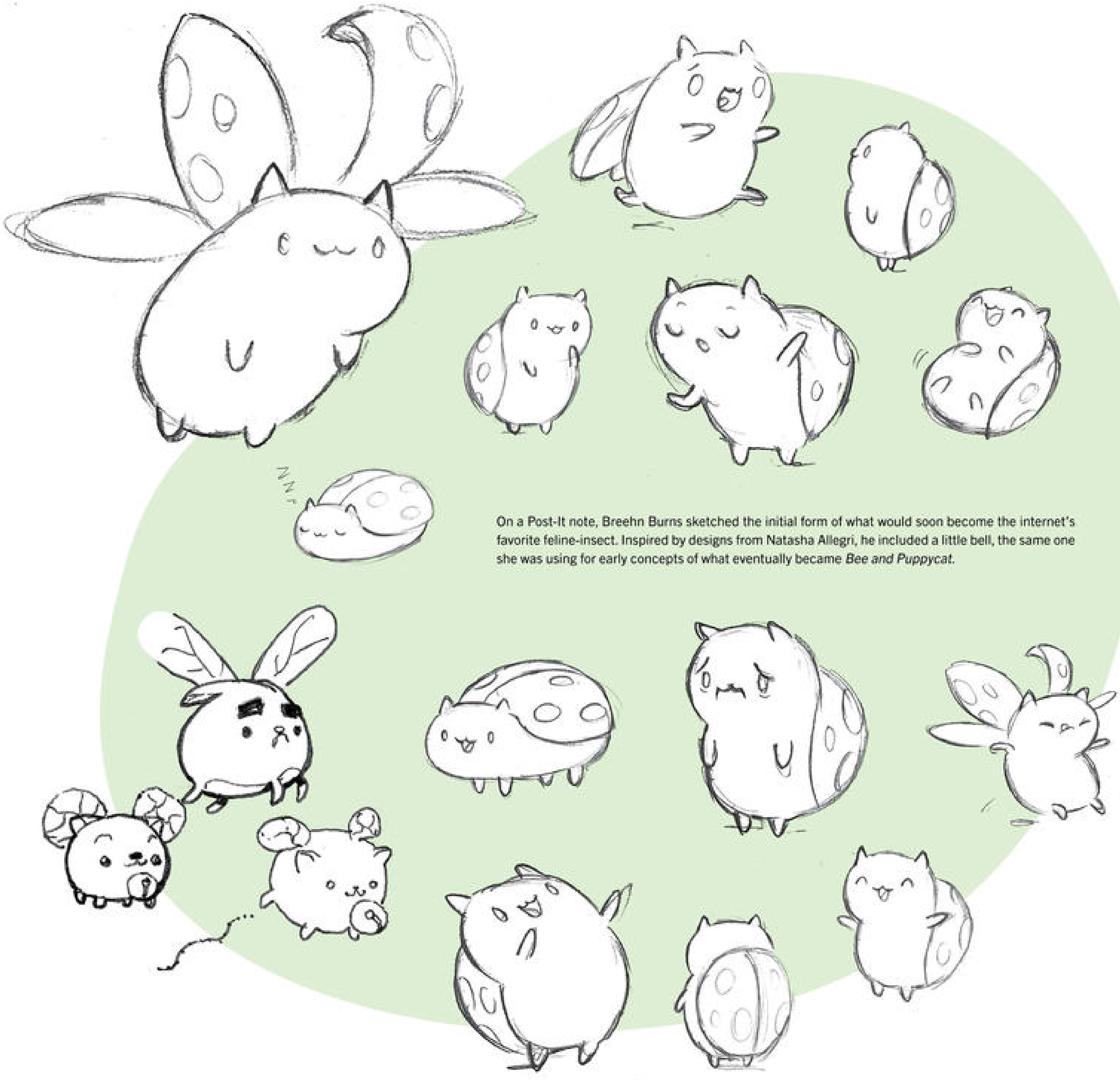
Voiced by Sam Lavagnino, Catbug has evolved from a small part to a major player. Sam was cast at age five. He's an excellent mimic, able to replicate a voice director's read with phenomenal accuracy.

"EVERYTHING IS OKAY!" –CATBUG

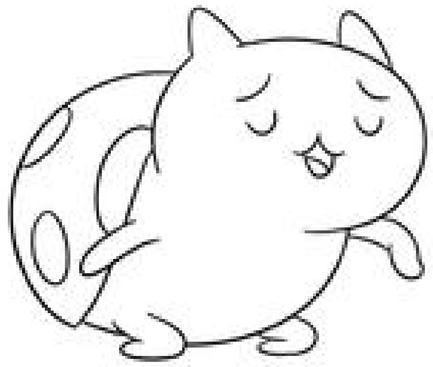


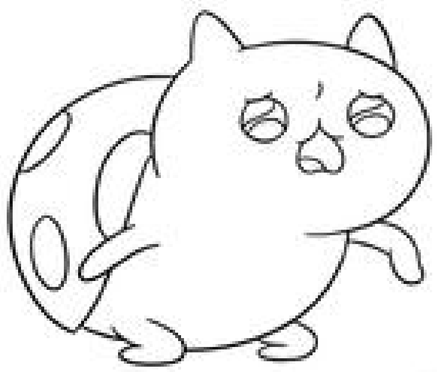


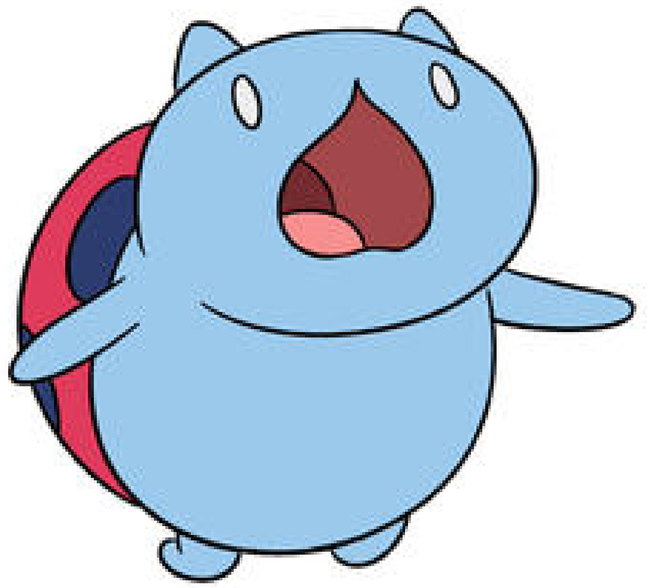
Concept sketches by Bob Flynn (below and opposite). Bob scientifically perfected the cat-to-bug ratio for maximum cuteness.



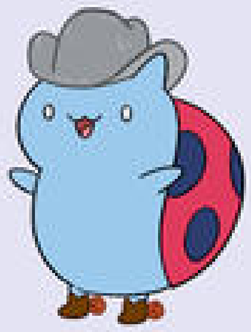
On a Post-It note, Breehn Burns sketched the initial form of what would soon become the internet's favorite feline-insect. Inspired by designs from Natasha Allegri, he included a little bell, the same one she was using for early concepts of what eventually became *Bee and Puppycat*.







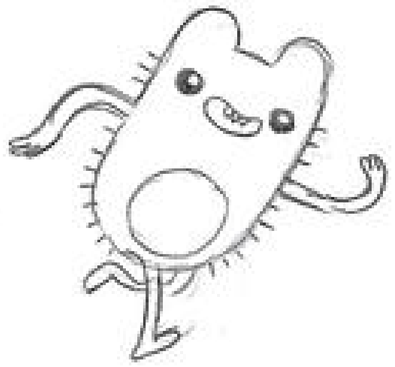
Arguably, the most quoted Catbug lines come from mini-sode "Drama-Bug," written and boarded by Tyler Chen. During the sneeze sequence, Bob Flynn drew special poses to capture the most sweetness per square inch.

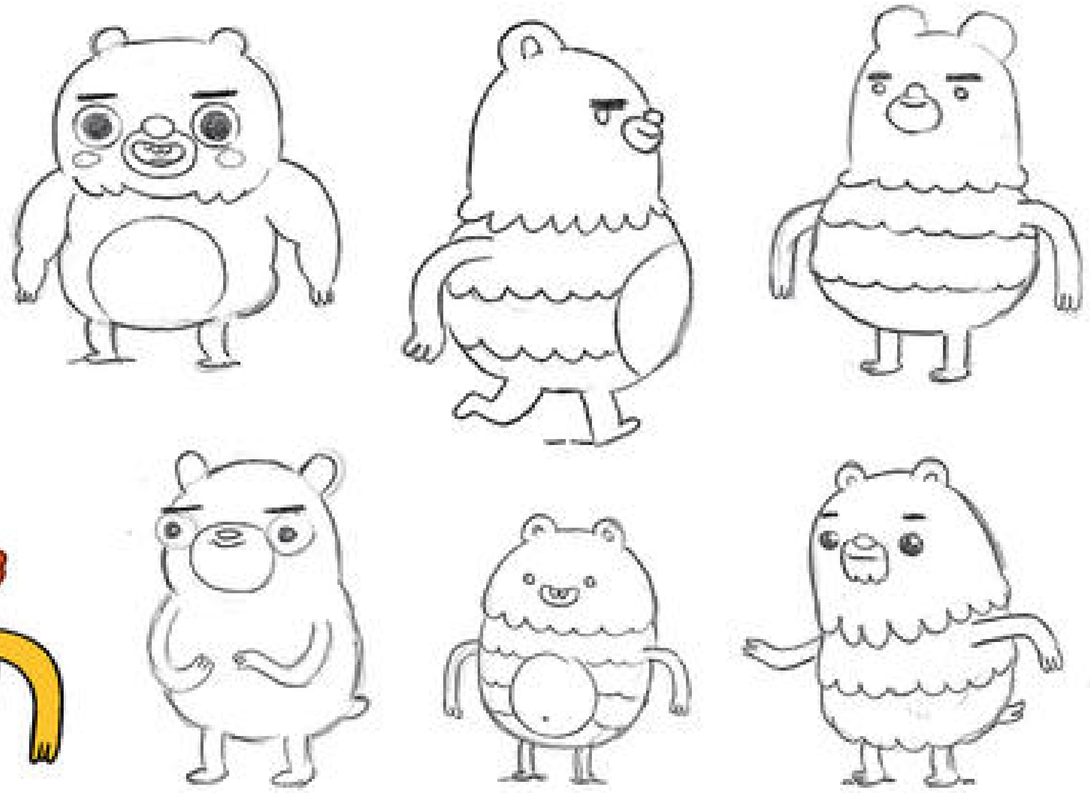


Catbug pretty much has one mode (YAY!), but he makes up for it in dress-up clothes. Even wielding an electric razor and explosives, you just wanna smoosh his lil' cheeks together!

IMPOSSIBEAR

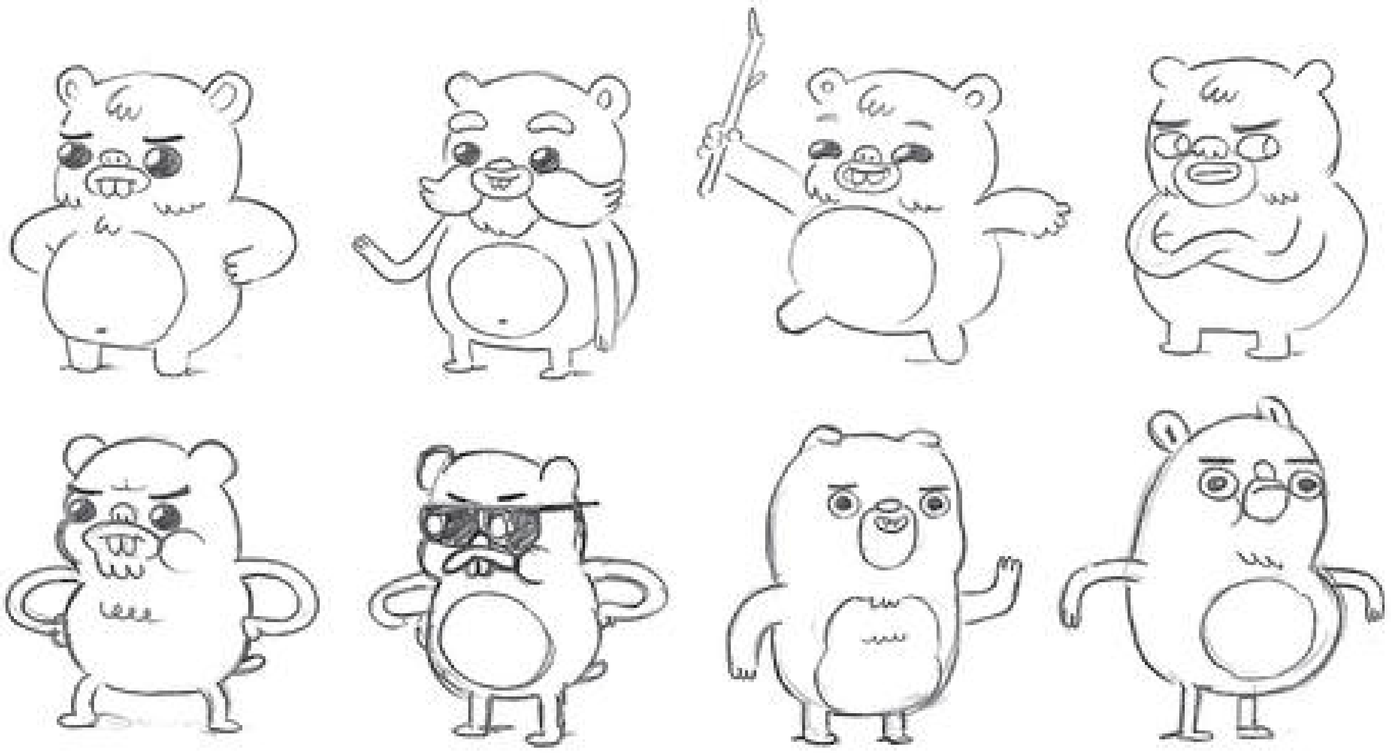
Hey, baby, welcome to my memoirs. First off – what? What do you mean *The Art of Bravest Warriors*? Why you wastin' pages on those hormonal donkeys?! This here's a corn-shuckin' sham of a book! Y'all better be gettin' a refund.





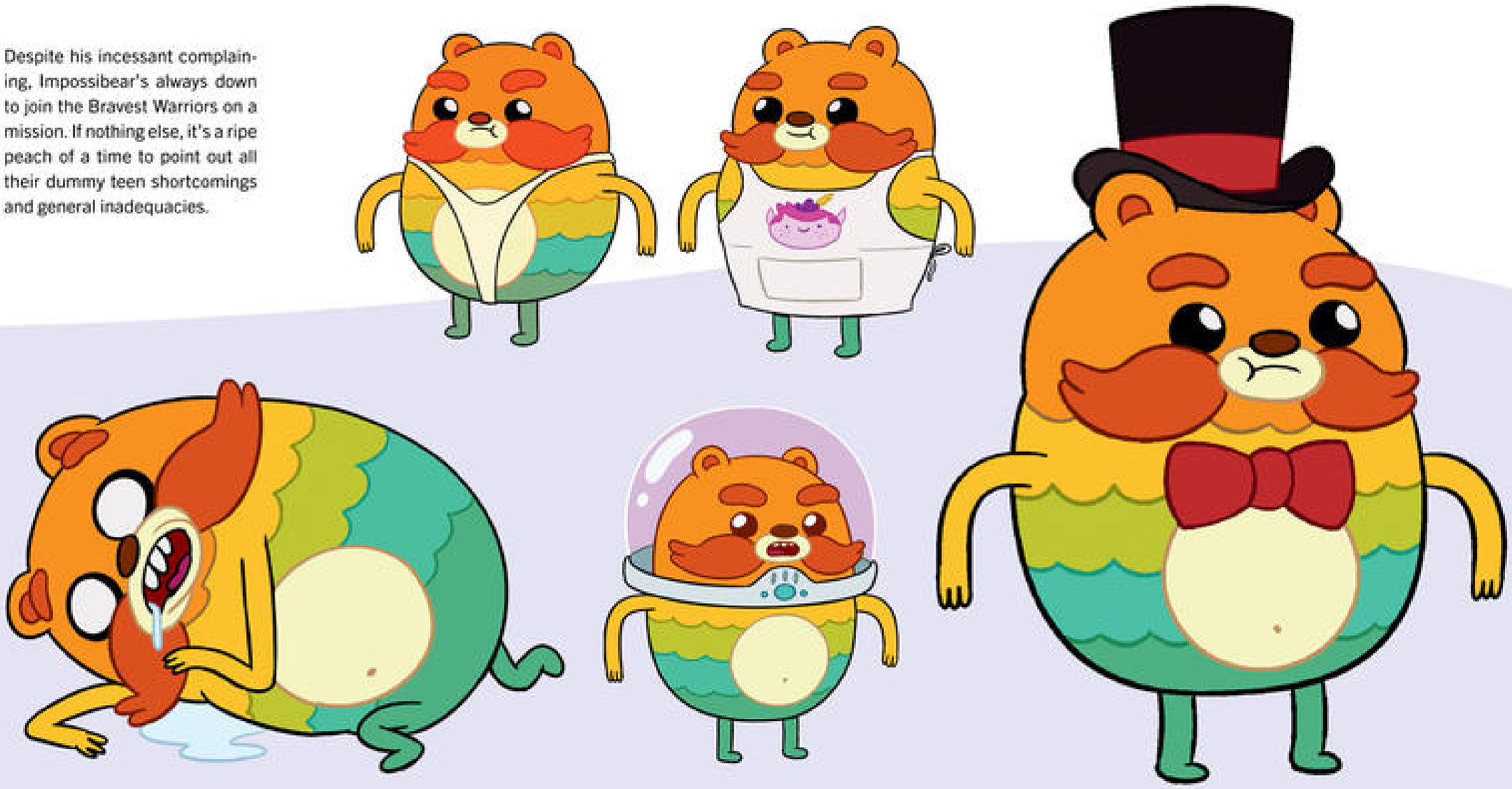
Carefully grown in Johnny Tezuka's dimension garden, Impossibear is now a fully formed sass-master. A ward of the Bravest Warriors, he's closest to Wallow, whom he also loves to torment.

"GAS-POWERED STICK!"–IMPOSSIBEAR



Concept designs by Bob Flynn. These initial designs clearly invoke the *Star Wars*/ewok inspiration.

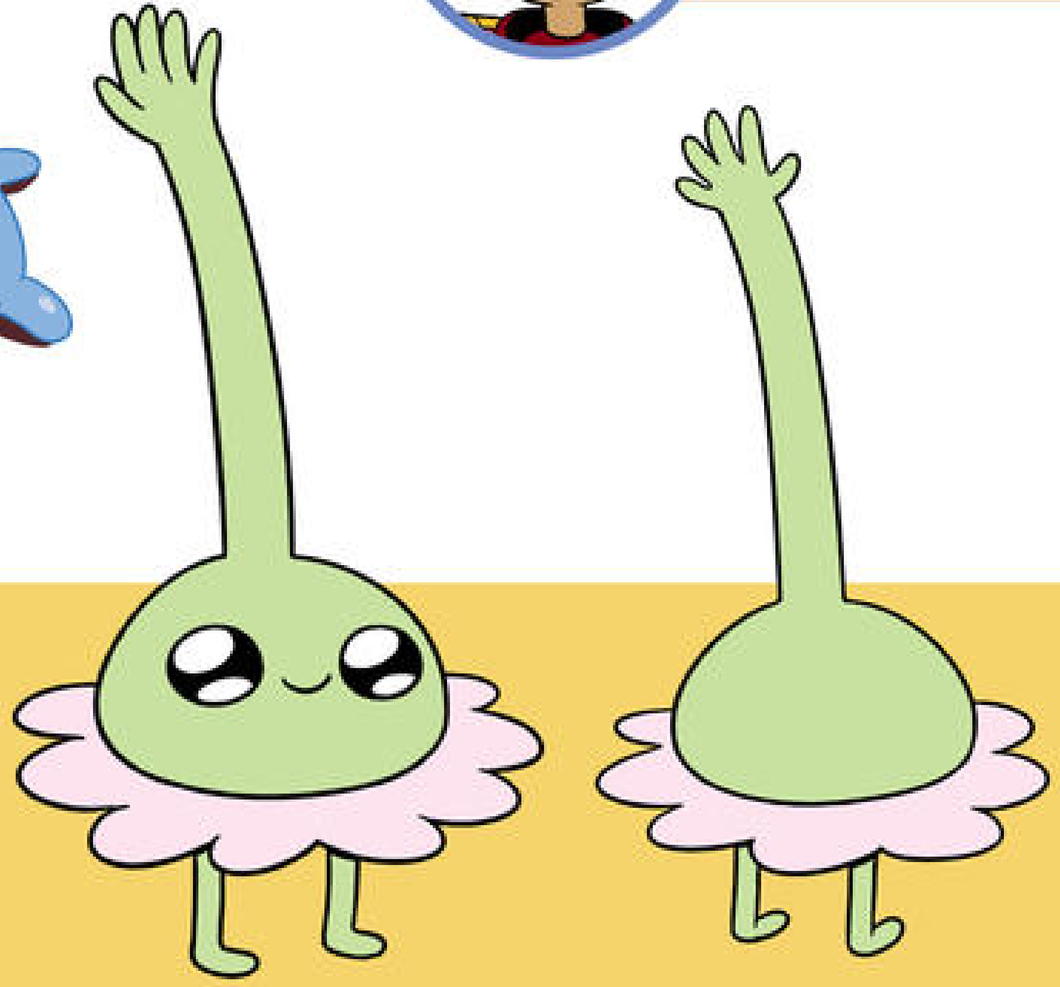
Despite his incessant complaining, Impossibear's always down to join the Bravest Warriors on a mission. If nothing else, it's a ripe peach of a time to point out all their dummy teen shortcomings and general inadequacies.



Voiced by Michael-Leon Woolley, Impossibear struts a fine line between know-it-all diva and hapless baby. But, beneath all those color flaps lies a heart of gold. Maybe. Either way, Woolley's performance ensures that the curmudgeonly extremophile (who was inspired by Fred Sanford) remains likeable, if not down right loveable.

JELLY KID

Composed of regenerative luck slime, Jelly Kid first appears in episode 104, "Memory Donk." You can't say no to carbs when this lil' guy PWOOTS a piece of bread out of thin air. Lightly toasted, just like Danny's mom always burned.

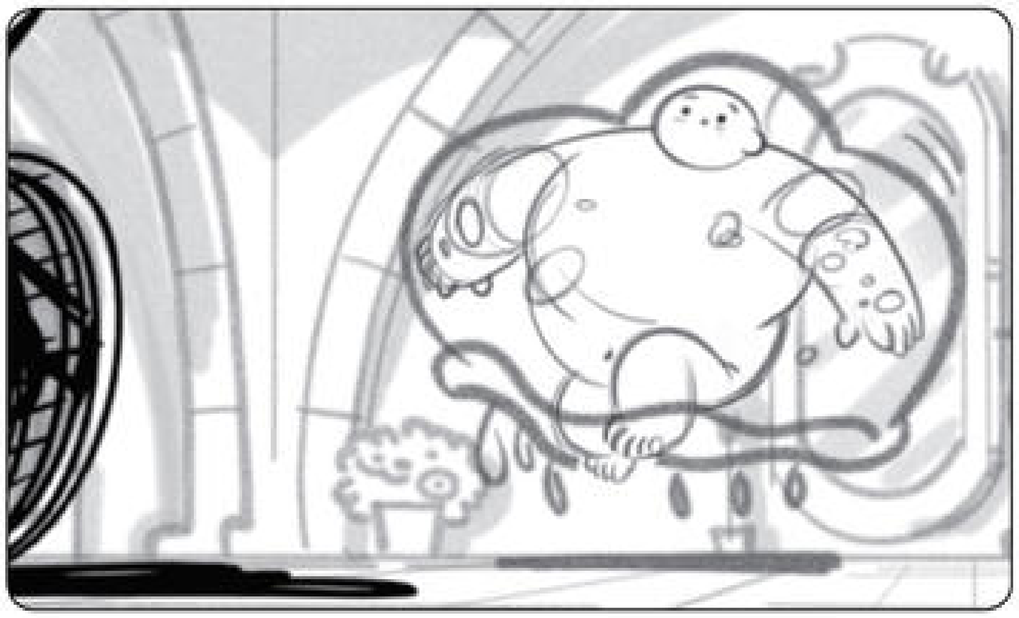


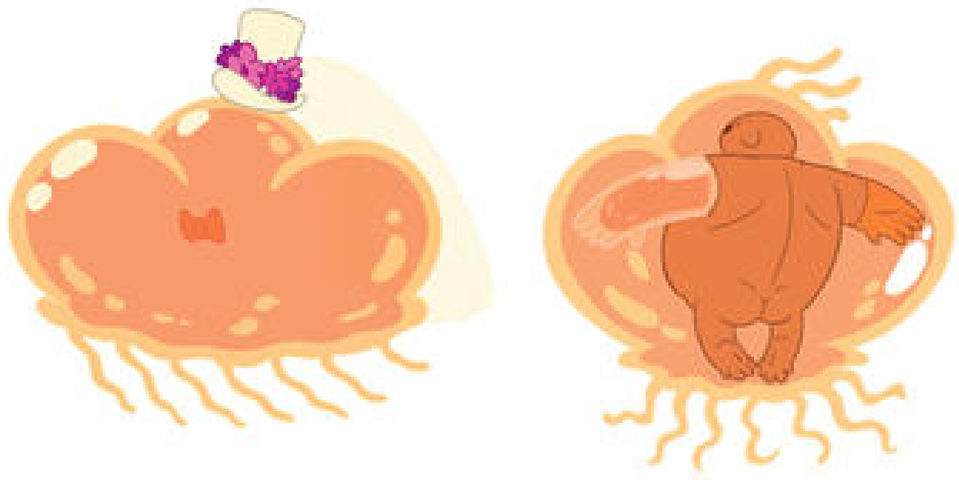
SLIPPY NAPKINS

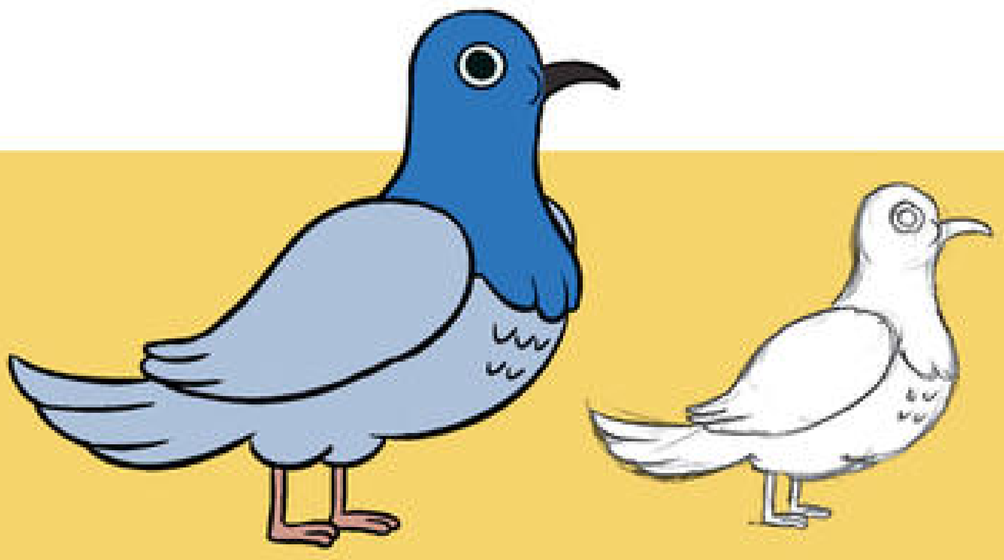
Along with Chris, Beth, Danny, and Wallow, Slippy appeared in the original Nickelodeon pilot. She's a dainty high-five alien, originally voiced by Polly Lou-Livingston (*Adventure Time*'s Tree Trunks). Currently, she's voiced by Fiona Reid.

HIMMEL MANCHEESE

It's a tale as old as time. Boy meets Mancheese, boy loses arm, Mancheese becomes arm, boy and Mancheese fall in love. Though Himmel was eventually swept up by time tides and indebted civilizations, Wallow still misses that stupid ache.





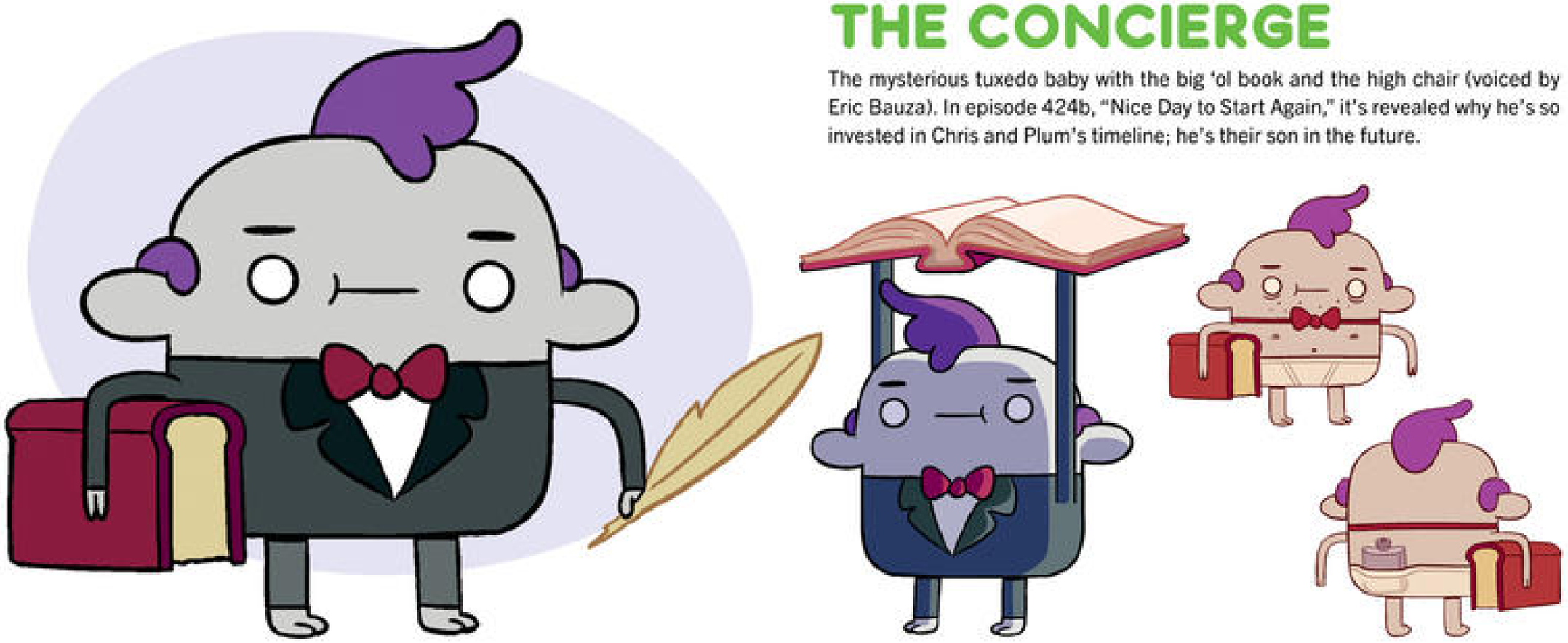


SPACE CHICKENS

If Himmel's purring sounds suspiciously like Space Chicken cooing, blame the voice actor playing double duty, Jason Johnson. Of all the Space Chickens, Purple Gravity gets the most screen time. He's Impossibear's side chicken.

THE CONCIERGE

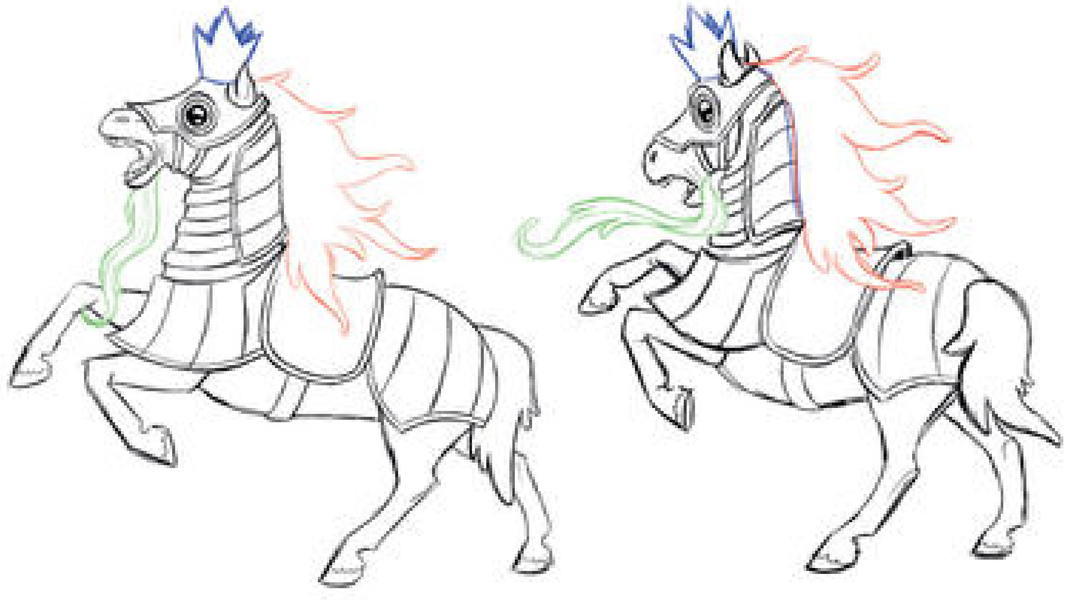
The mysterious tuxedo baby with the big 'ol book and the high chair (voiced by Eric Bauza). In episode 424b, "Nice Day to Start Again," it's revealed why he's so invested in Chris and Plum's timeline; he's their son in the future.



"I FIGHT, SO THAT SHE MAY GO ON, FOR I AM JUST A HORSE."–PARALYZED HORSE

PARALYZED HORSE

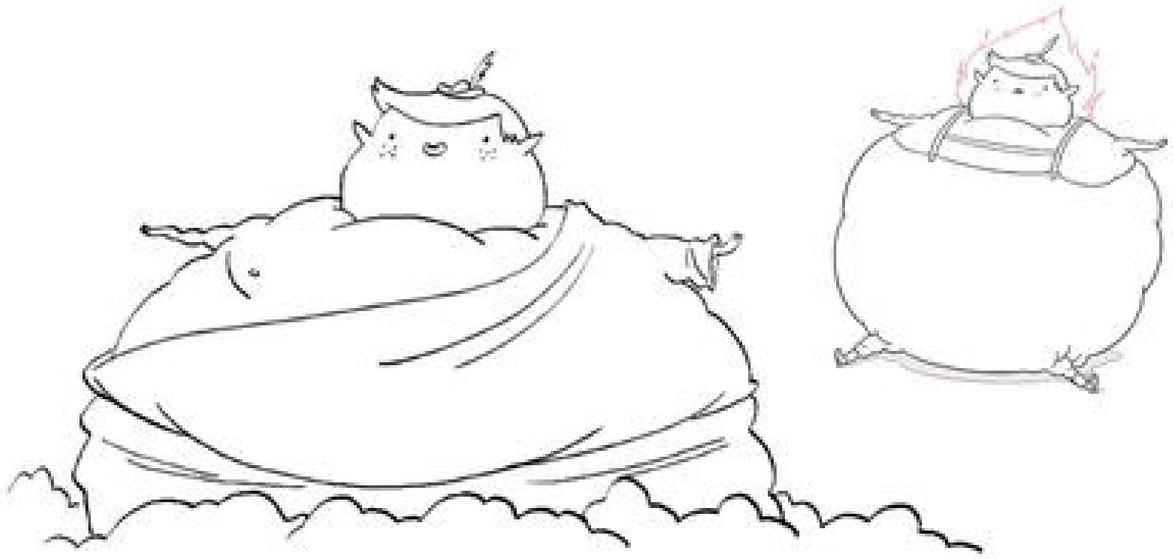
When it came time to cast Beth's paralyzed horse, Victor Caroli was the clear option. As the narrator on the 1980s *Transformers* series, his textured delivery and '80s cred made him a choice addition to the cast.



Though Beth's horse became paralyzed after realizing the meaning of the universe, he gains hecka mobility within the realms of The See-Through Zone.

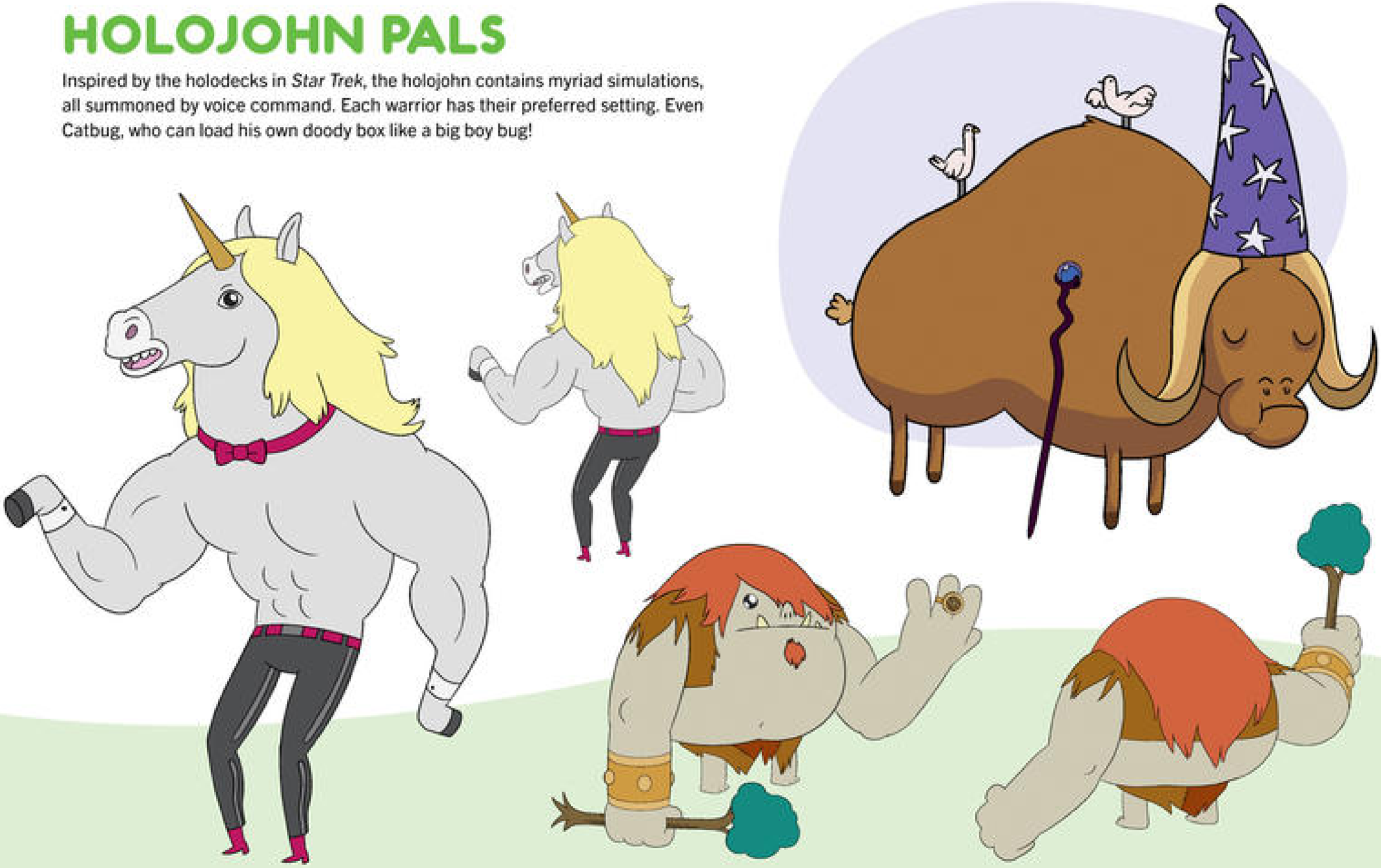
WANKERSHIM

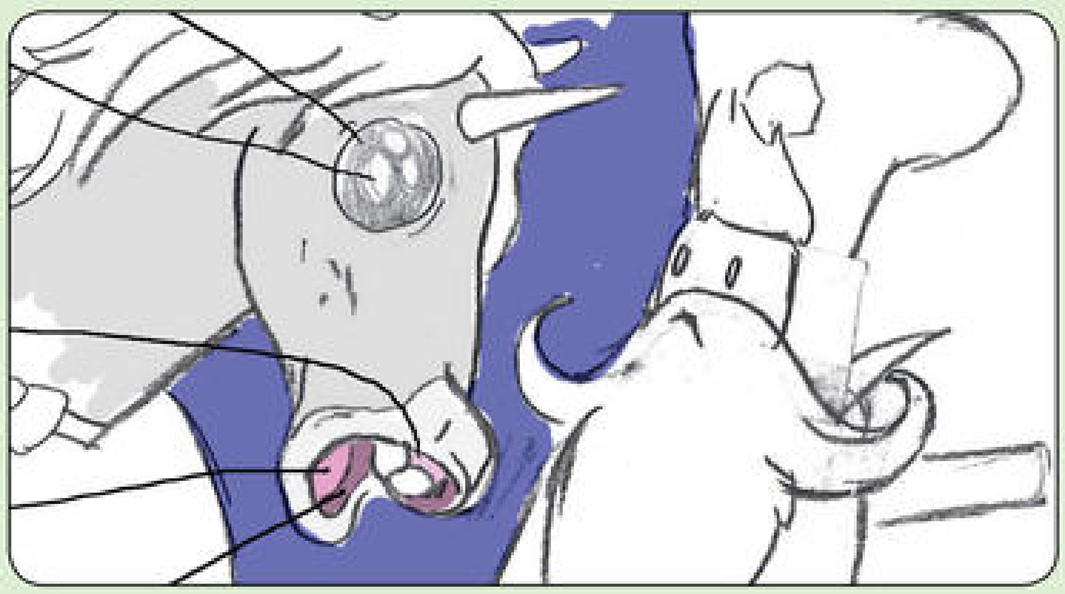
The bathroom elf on the shelf of destiny. When he leaves the confines of the holojohn to become one with the universe (from that point on, "The Wankiverse"), Wankershim abandons poor Brother Spankus (in the chef's hat) to fulfill his higher purpose.

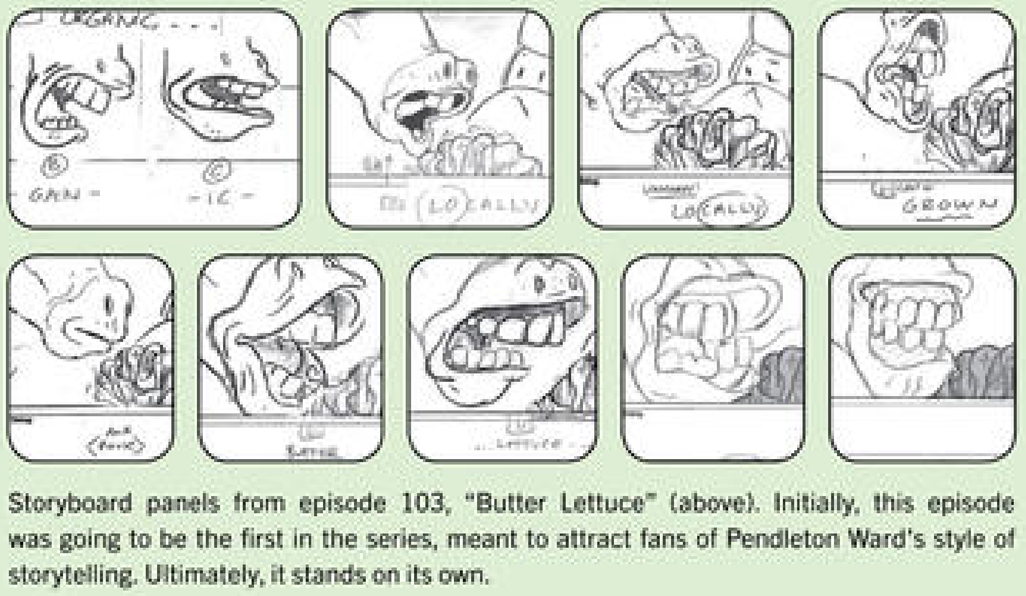


HOLOJOHN PALS

Inspired by the holodecks in *Star Trek*, the holojohn contains myriad simulations, all summoned by voice command. Each warrior has their preferred setting. Even Catbug, who can load his own doody box like a big boy bug!



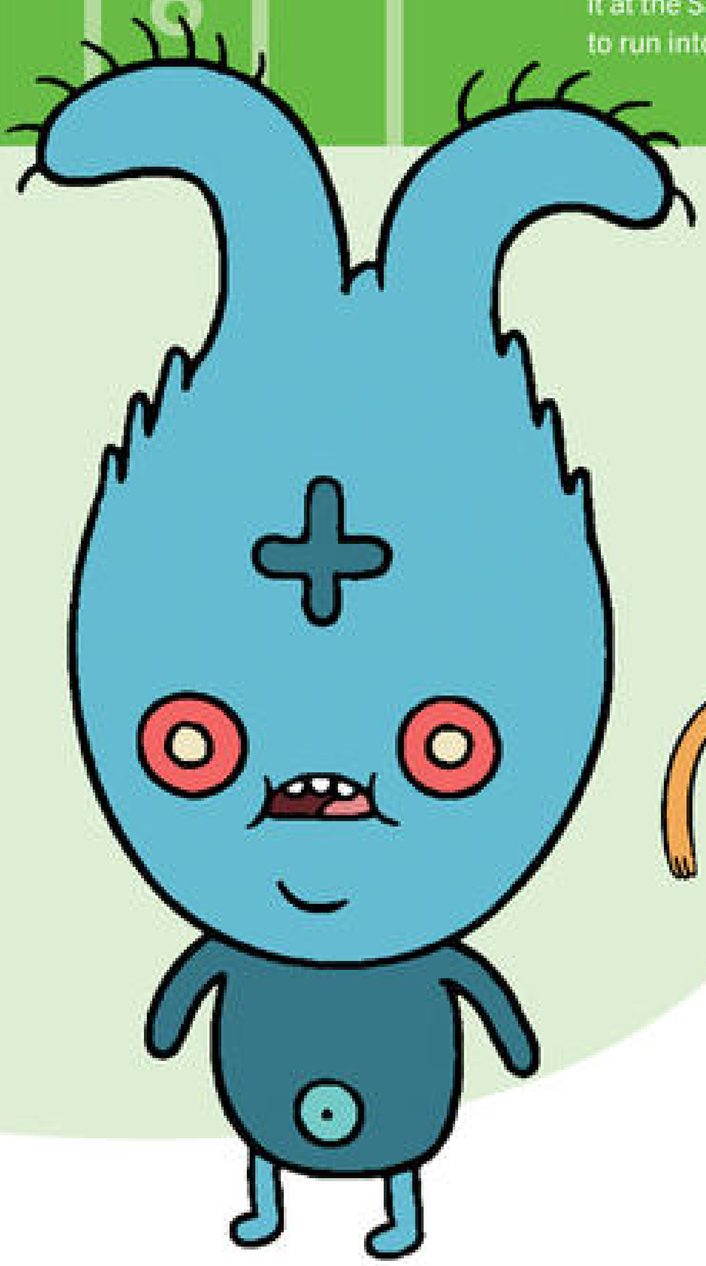


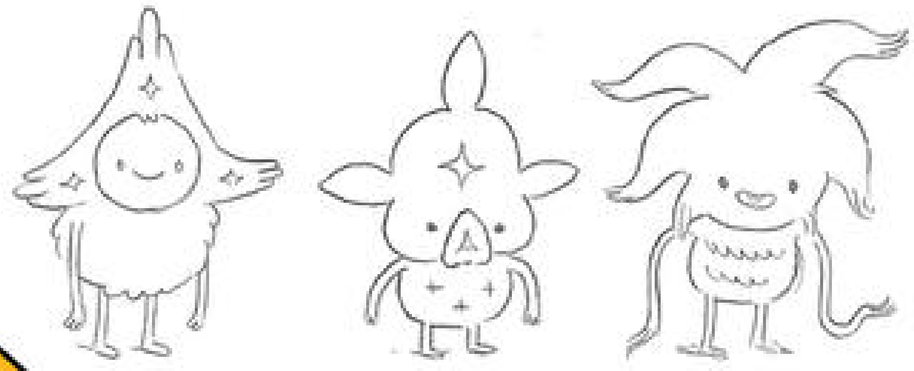


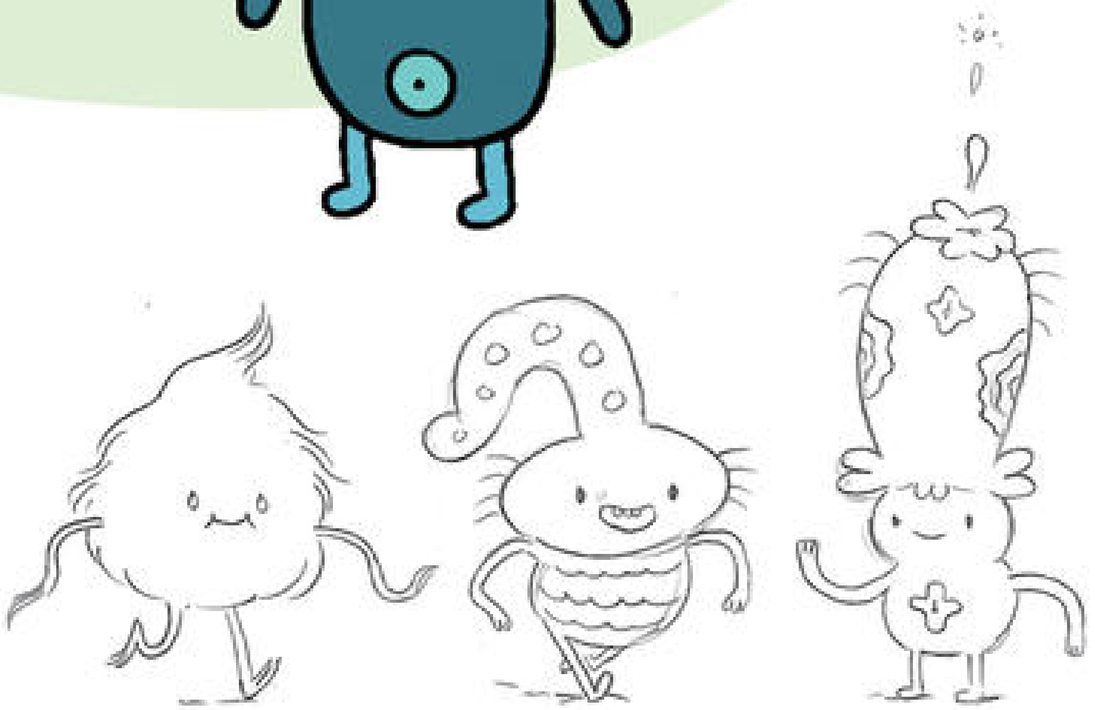
Storyboard panels from episode 103, "Butter Lettuce" (above). Initially, this episode was going to be the first in the series, meant to attract fans of Pendleton Ward's style of storytelling. Ultimately, it stands on its own.

ALIENS

In 3087, Neo Mars is a hotbed of trans-species integration. Whether you're kickin' it at the Saturn Oaks Mall, or blasting hecka-bad dudes on Veepiter, you're bound to run into little guys who look nothing like you. And that's pretty rad.



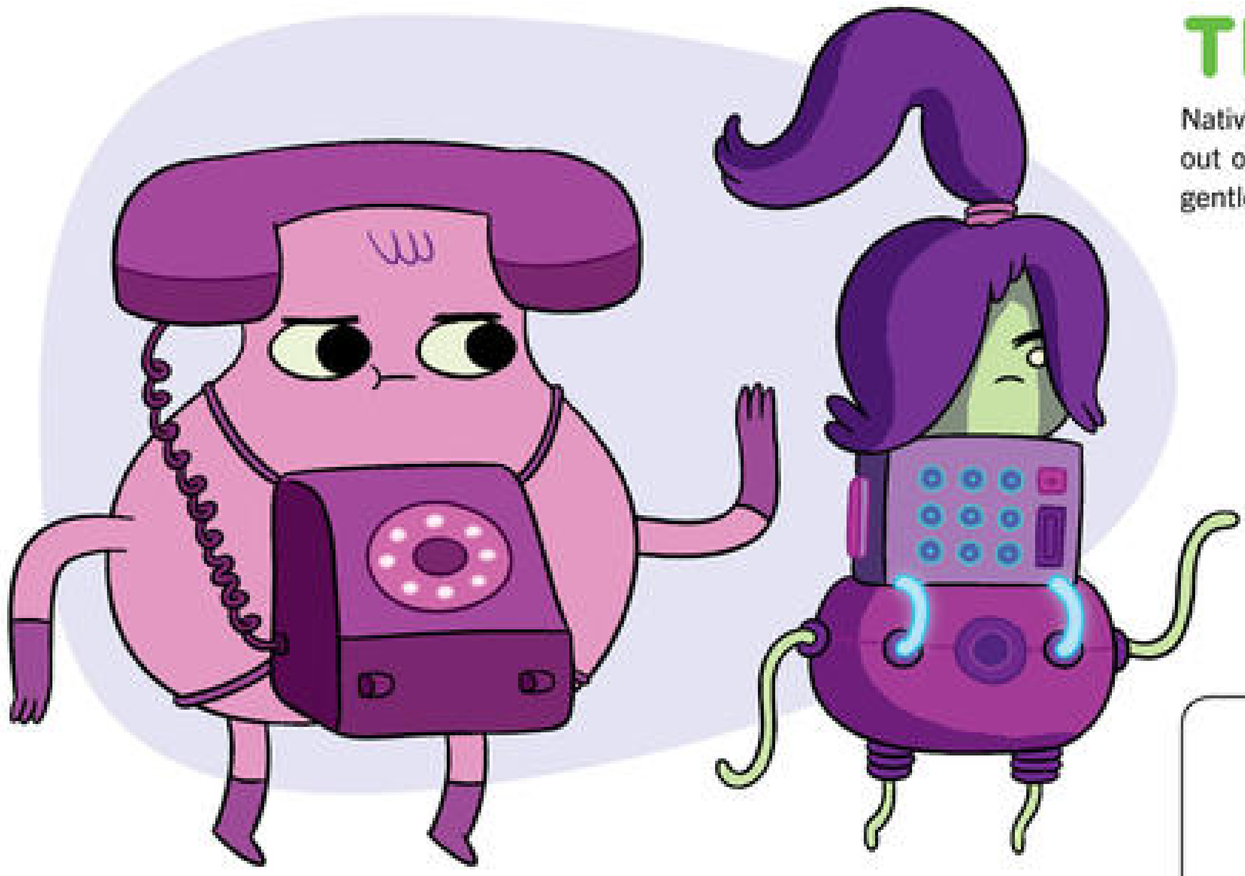


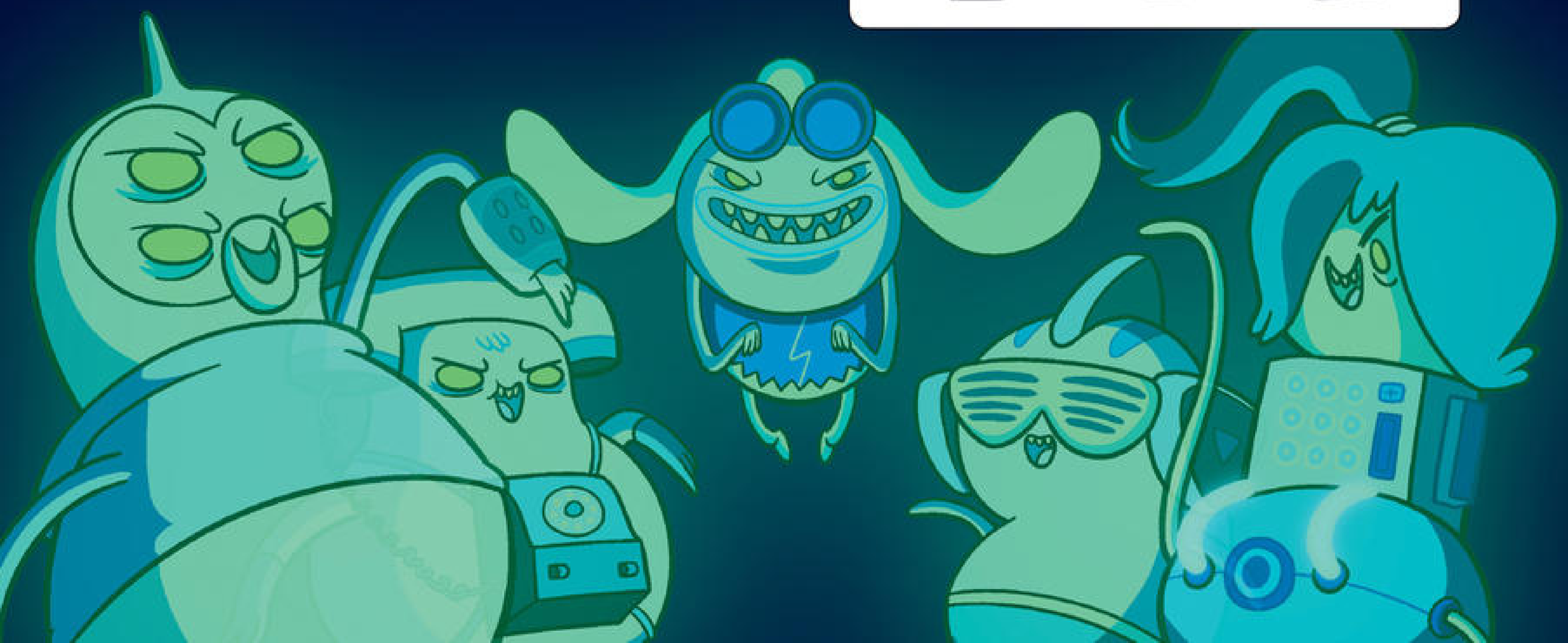


Above a still from episode 404b, "A Few Stolen Moments." Chief Luv Luv (left) and Chief Pus Pus (right) and their race of disproportionates summon the Bravest Warriors after their planet of Disproportia floods with pooble.

THE HACKER PACK

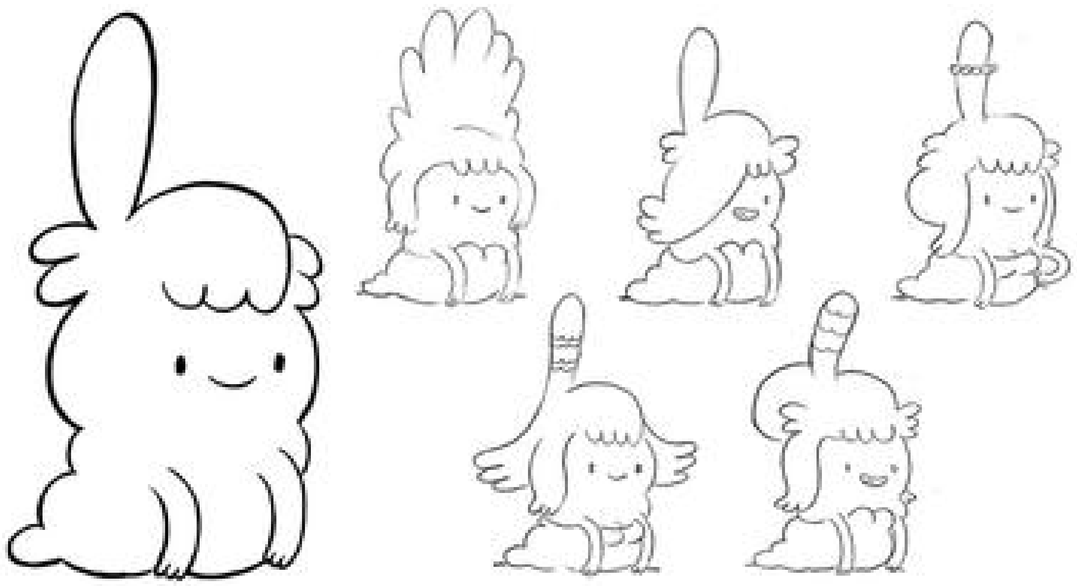
Native to the Martian Badlands, these guys love coding and bullying the vomit out of Danny. Lead by Hans Christian Teetphanters, the Hacker Pack get their gentlemanly comeuppance in season three . . . by being blown up.

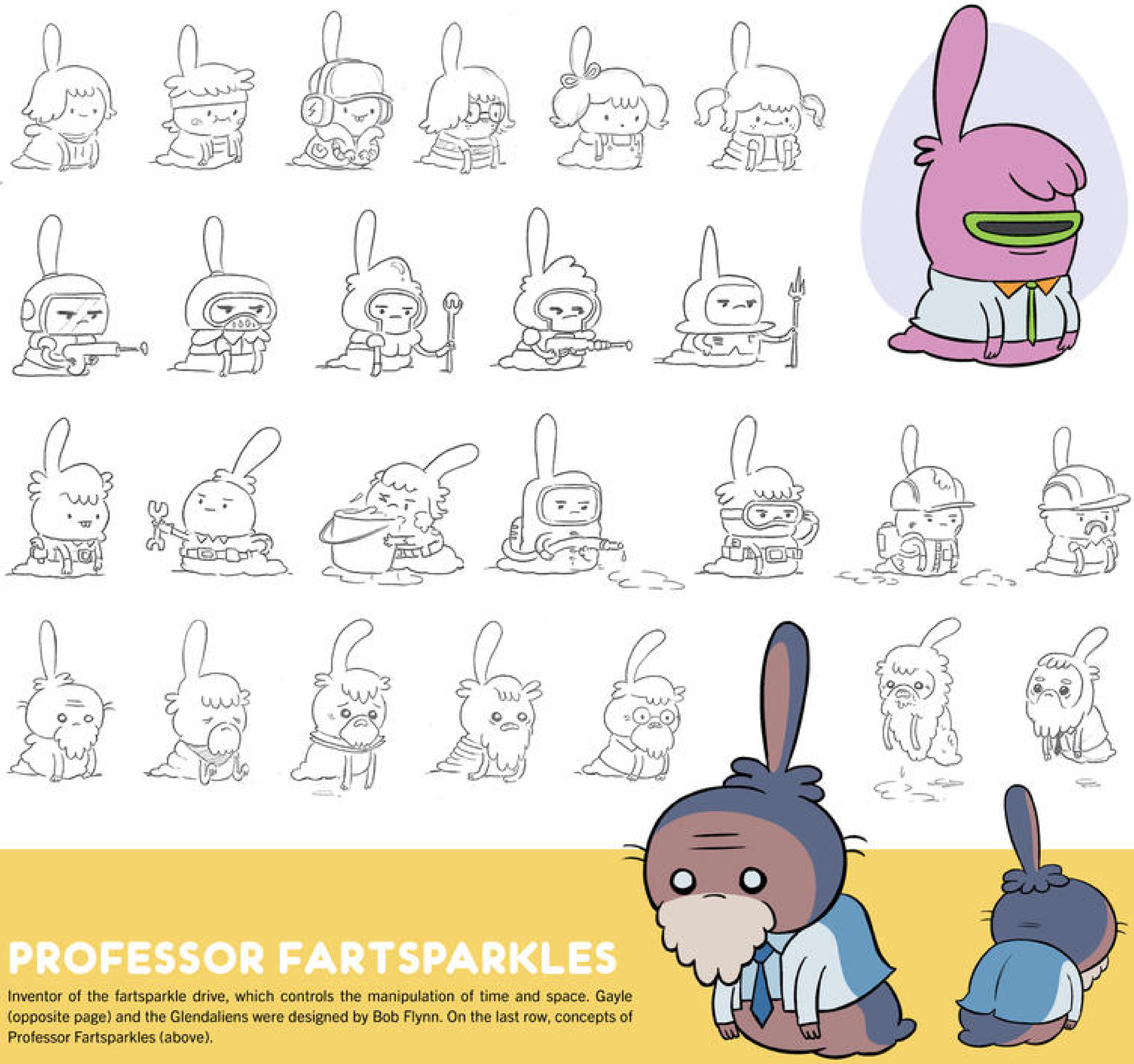




GLENDALIENS

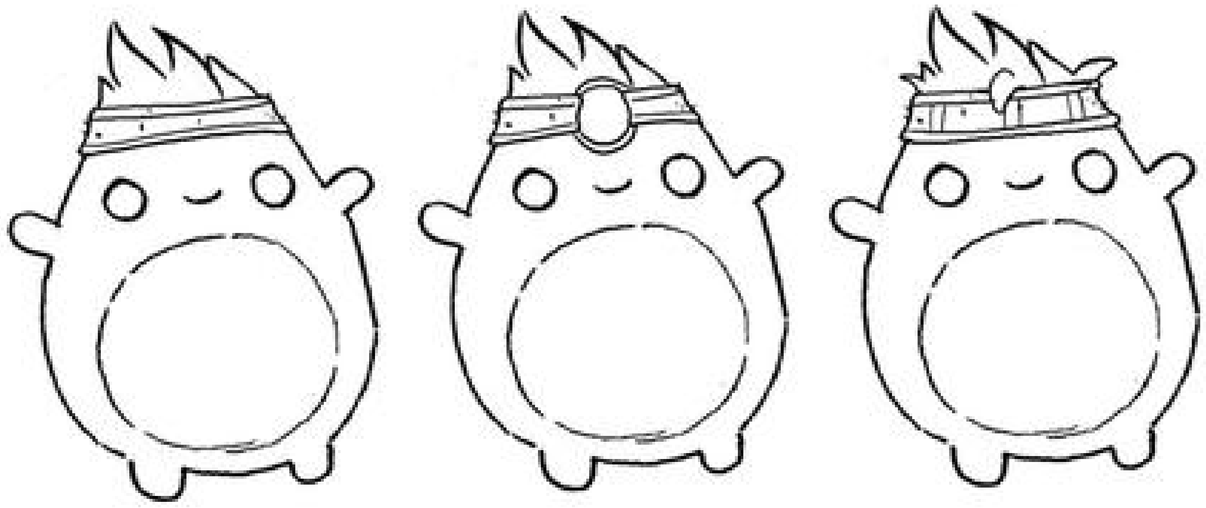
Bravest Warriors constantly references Burbank, California, areas adjacent to the city, and streets (Wankershim = Lankershim, Tujunga Major = Tujunga Avenue). Additionally, the race of Glendaliens in episode 101 is a shout out to the city of Glendale, California.





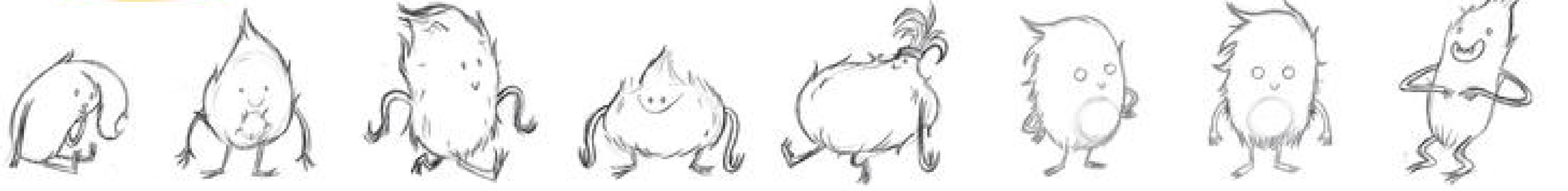
PROFESSOR FARTSPARKLES

Inventor of the fartsparkle drive, which controls the manipulation of time and space. Gayle (opposite page) and the Glendaliens were designed by Bob Flynn. On the last row, concepts of Professor Fartsparkles (above).



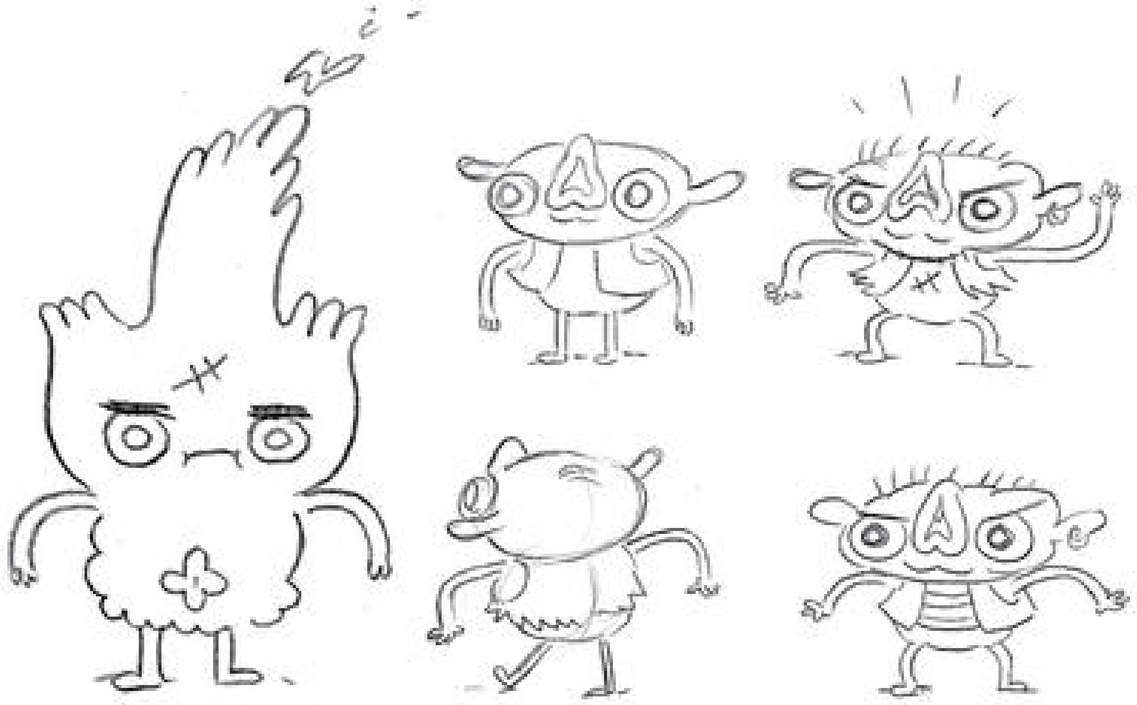
SUGARBELLIES

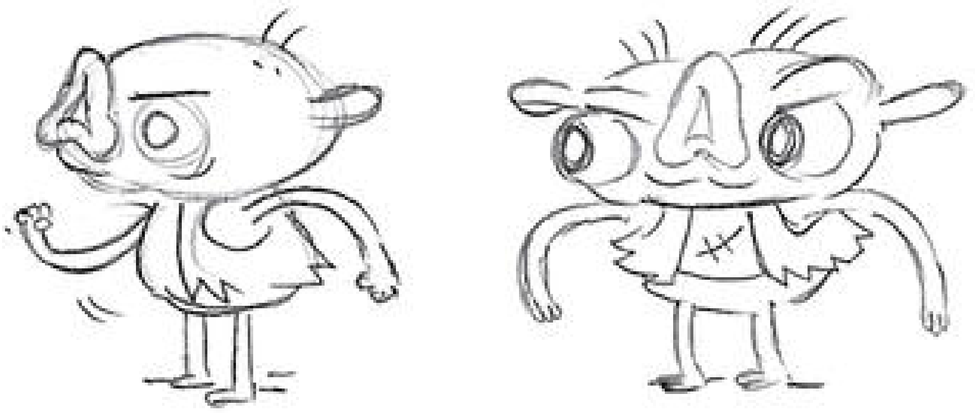
These non-verbal adora-bellies were featured in episode 112, also known as the "Lost Episode." To the right is Homan, the chief Sugarbelly, named after the show's executive producer, Eric Homan. Though, we can't get Eric to sport the headband.



Recording this episode was quite the feat. There was no traditional script, instead, the actors were directed to babble. John Omohundro thought he had a pretty good handle on this until the producers realized he kept slipping in the word "burrito." Jason Johnson ultimately wrote made up words for most of the actors.

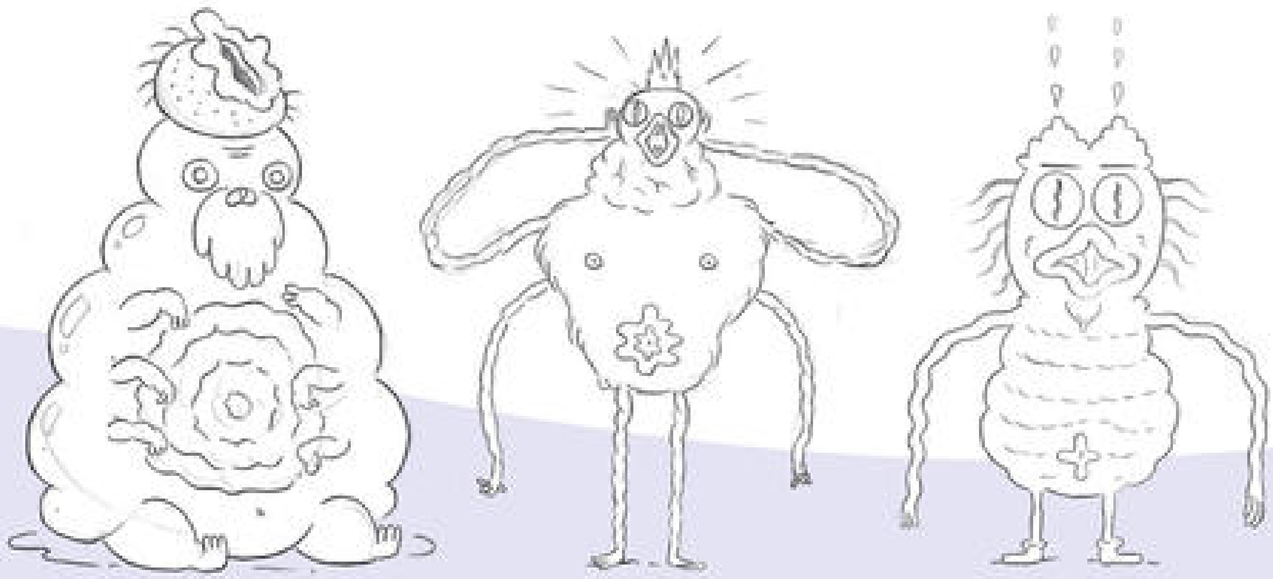
Concept sketches by Bob Flynn (above and opposite). The earlier designs feel as Dr. Seussian as the nonsensical dialogue.





HARDCORE HILL MIDGETS

Featured in episode 102, "Emotion Lord," these dweebs caused a metric buttload of trouble on Zgraxxis before the Bravest Warriors were called to intervene. It's during this encounter that Danny catches a life threatening case of Zgraxxis fever.



Concept designs for King Congletard from episode 102, "Emotion Lord," (above) by Bob Flynn and completed design (left). The Congletard's design was inspired by a Kong®, the rubber conical dog chew toy.

HAMSTER MITCH

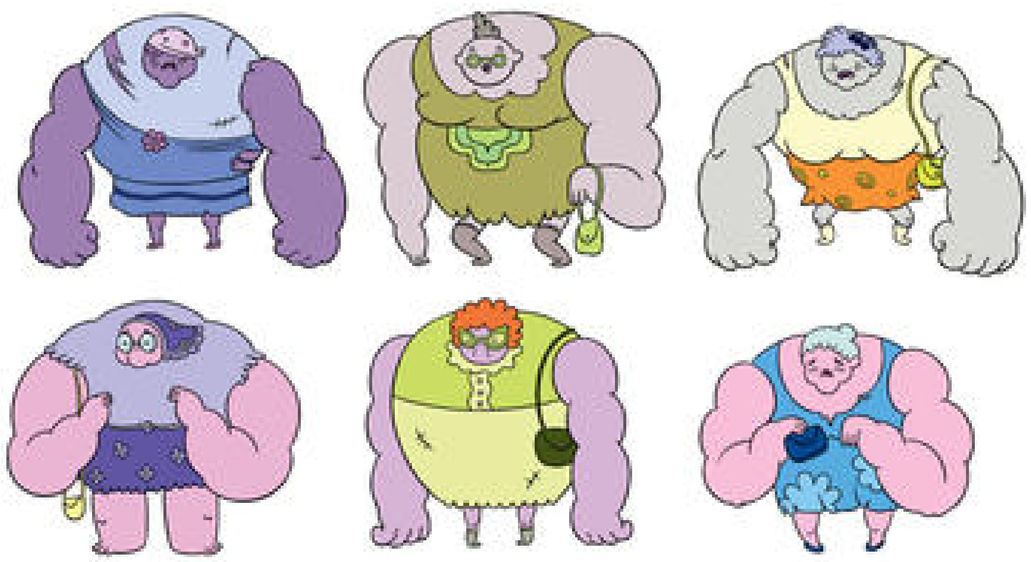
Minion of Reverend Picklechips and devout follower of the Lord of Immortality, Mitch's doubting of the worm causes internal conflict. So much so, his body is absorbed by the Paralyzed Horse's consciousness to do the right thing.

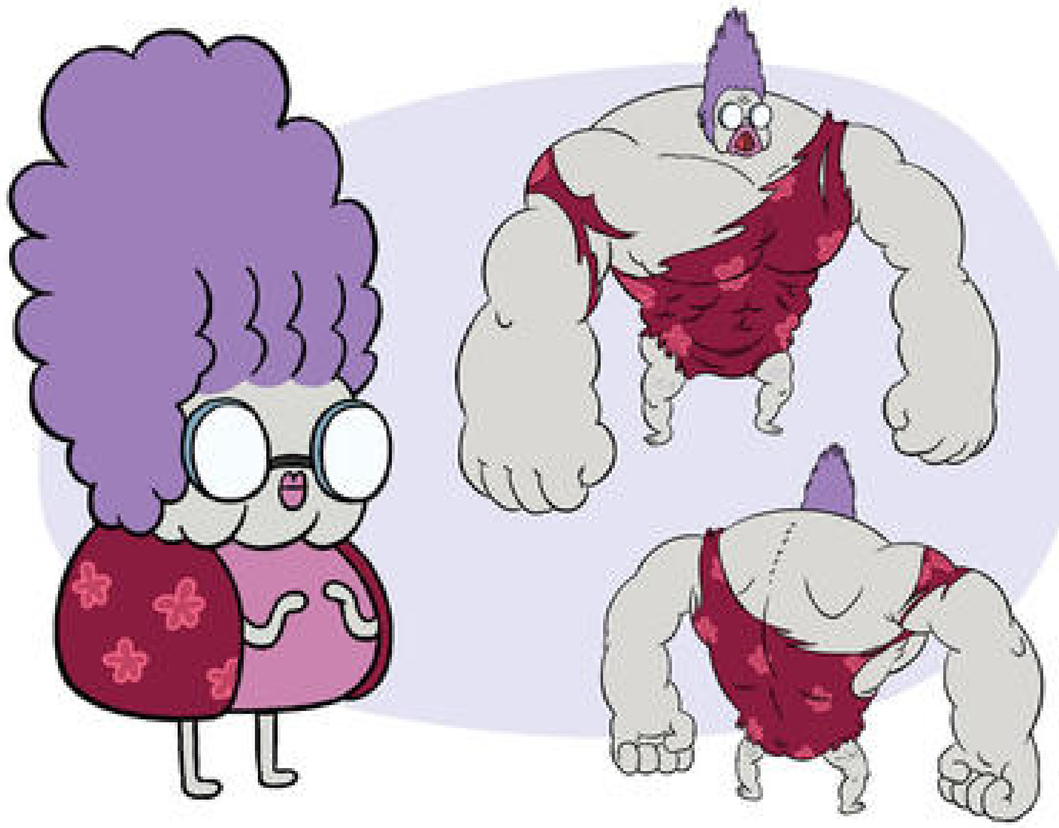
Hamster Mitch under control by The Aeon Worm (above). Mitch is voiced by Gedde Watanabe, known for his role as "Long Duk Dong" in *Sixteen Candles*.

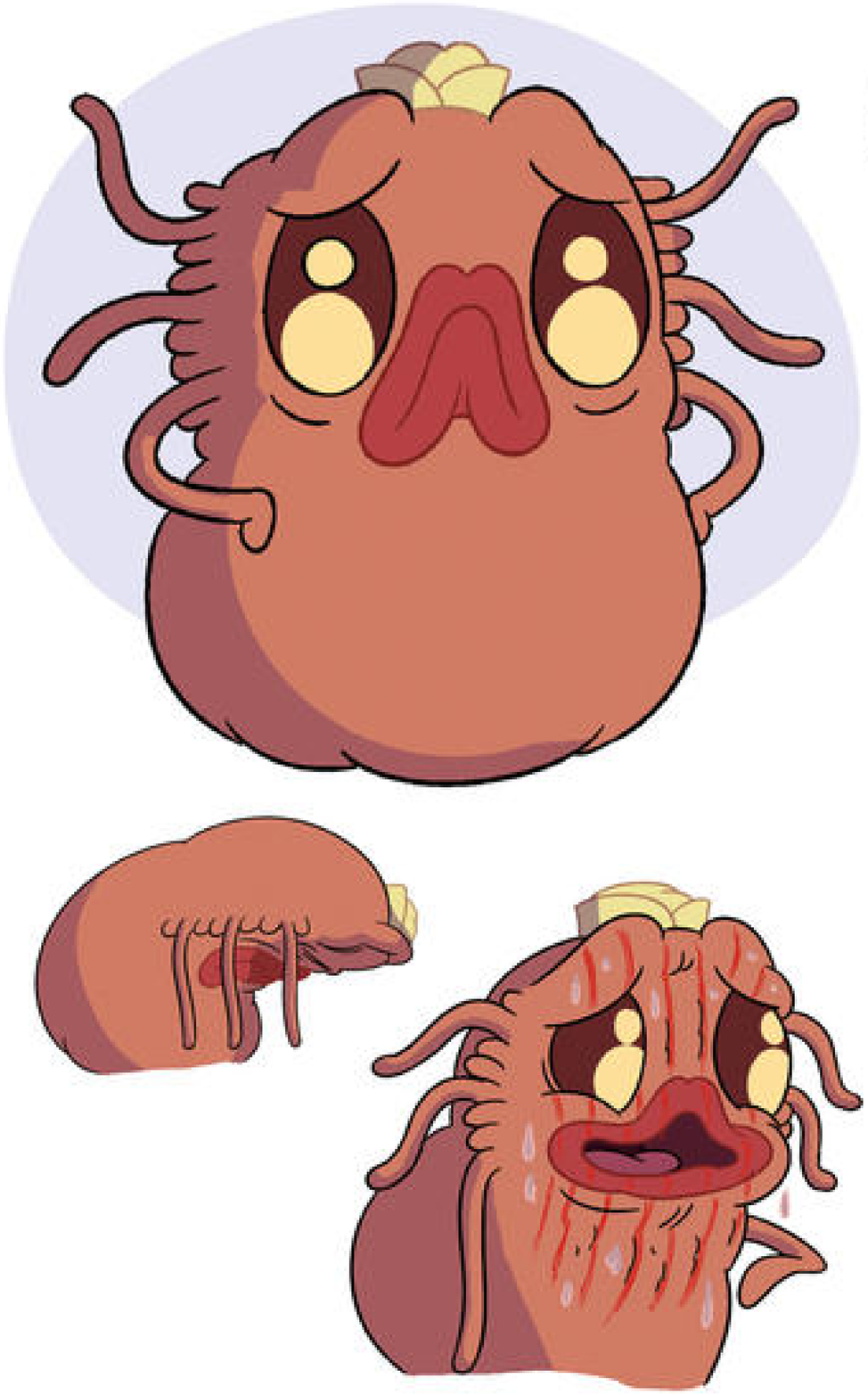
"I JUST DONKED OUT FOR A MOMENT, O IT HAPPENS."–PRESIDENT MEMORY DONK

MEMORY DONK

Like the 3000-year-old half of Plum's brain, this lady can straight-up jack your memories if you get too close. Donking varies significantly from individual to individual. While Plum grows tentacles, these old ladies sproing hecka-muscles.





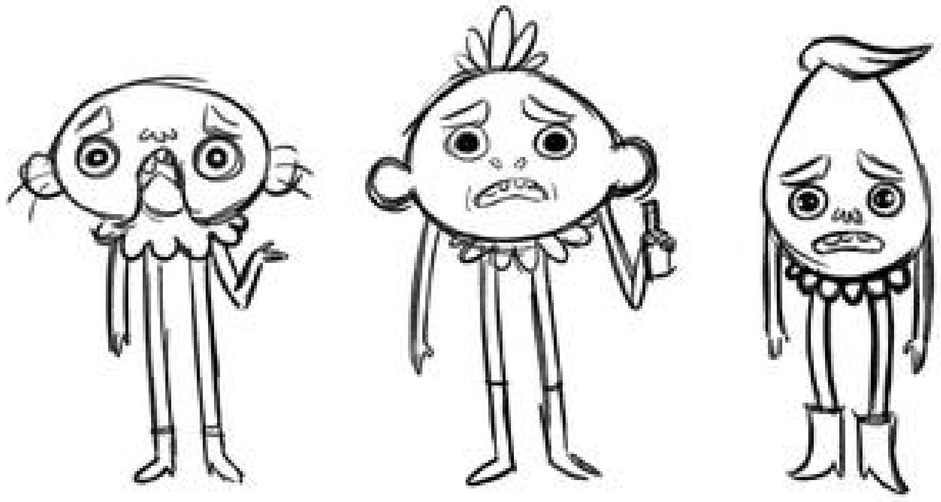


CEREAL MASTER

It really isn't the same without the seahorse dreams. Voiced by Maria Bamford as the titular role in episode 109, Cereal Master works through her daddy issues with Danny, a moop expert, and Chris, a legit Emotion Lord.

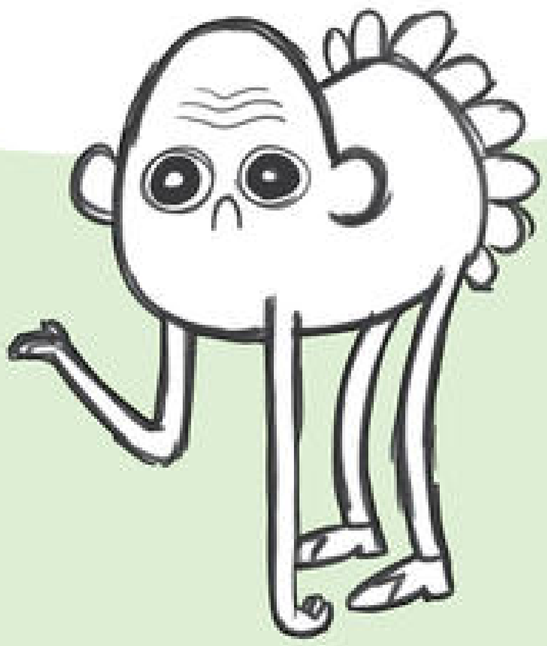
THE PASSENGER

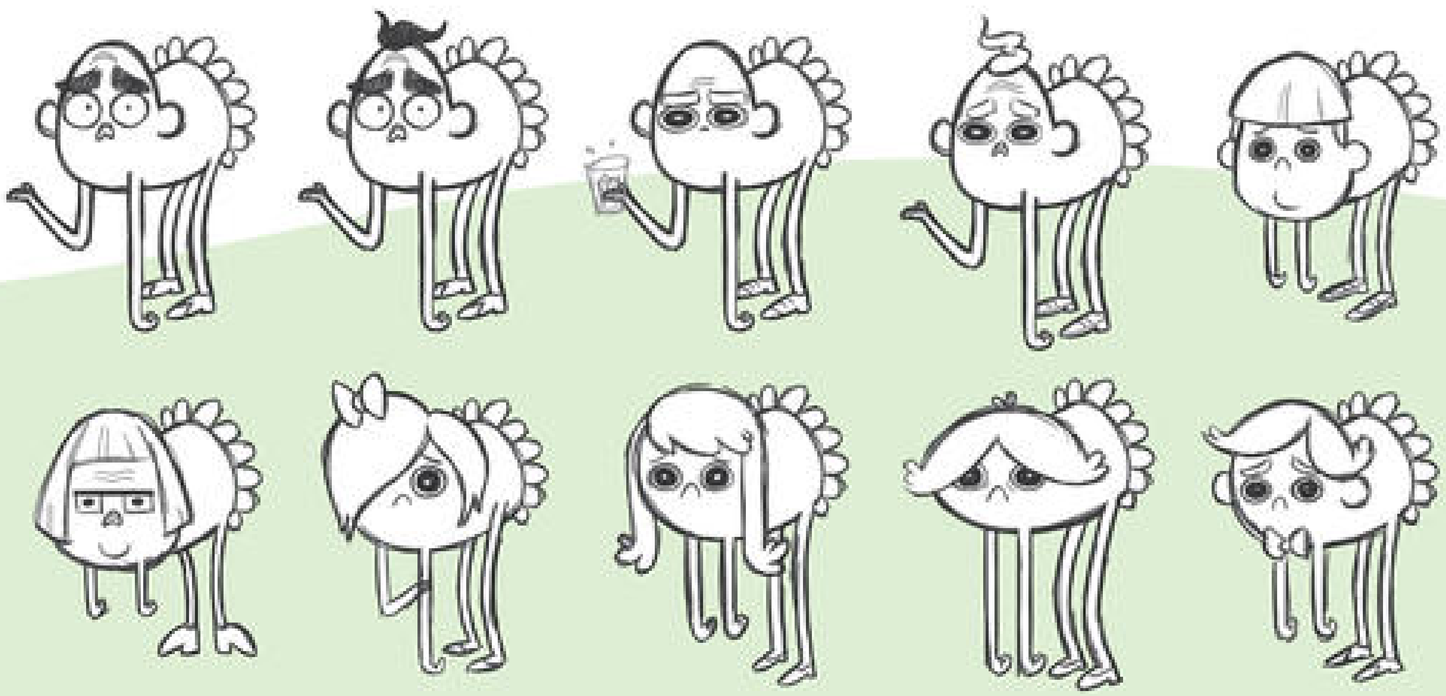
Thought to be the first human to land on Neo-Mars, The Passenger is immortalized through statue in New Miami. If you search carefully (or not), you can spot The Passenger in every season four episode.



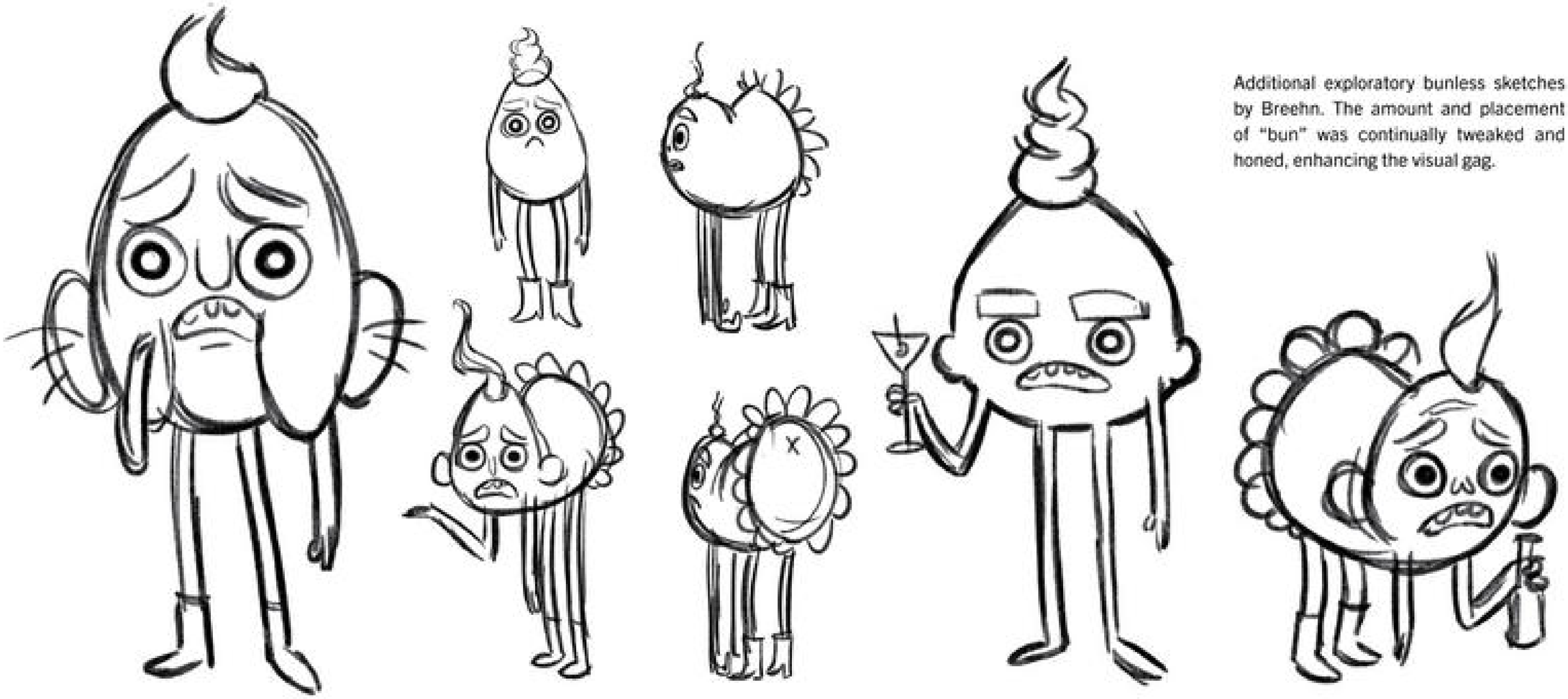
THE BUNLESS

The titular race in episode 105, these dour dudes are the perfect example of how *Bravest Warriors* gives absurd premises endearing stakes and emotions. The team always takes their missions seriously, no matter how wonky the mandate.





Many of these drawings (above) were finalized as characters in the episode. At the top of the page, a Post-It of sketches by Breehn Burns. Though in the episode the bunless didn't talk (aside from some nervous groans), it's easy to imagine these lines being delivered.

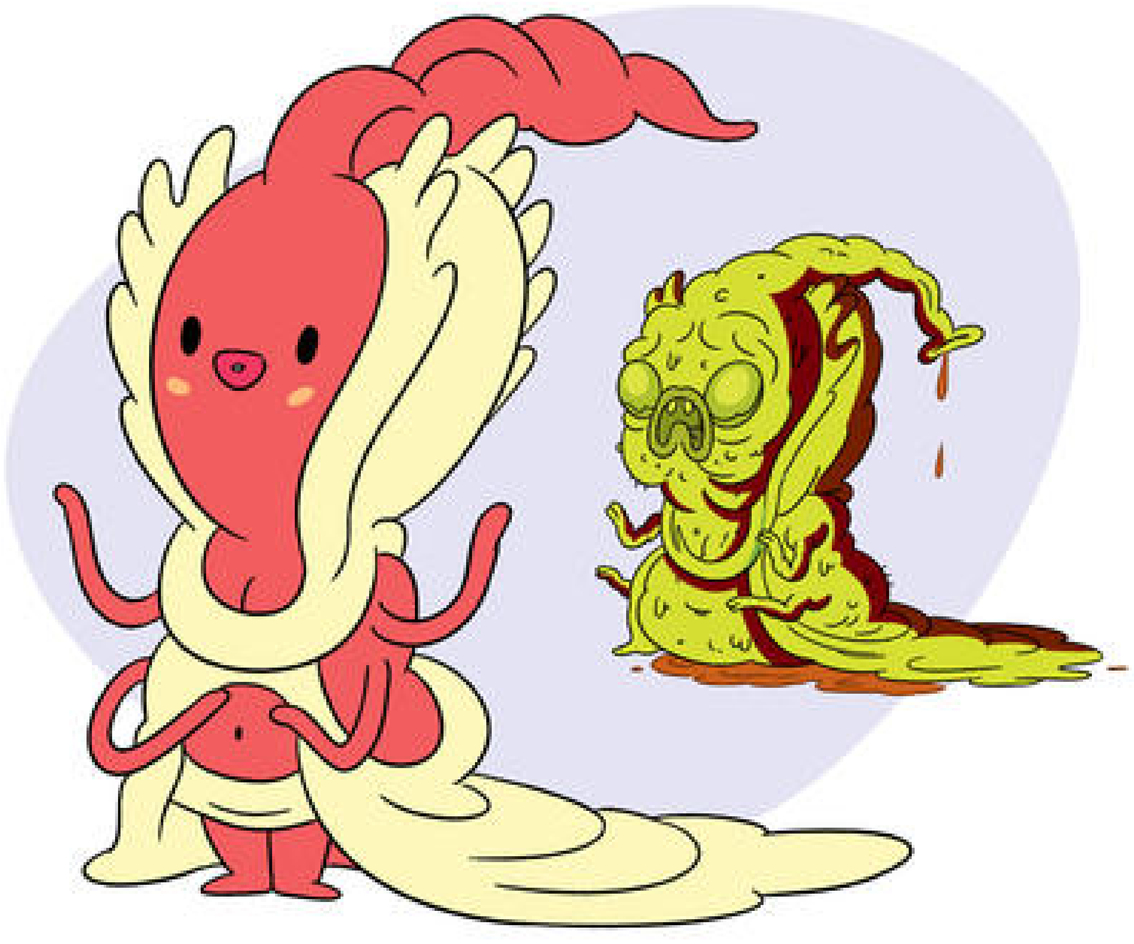


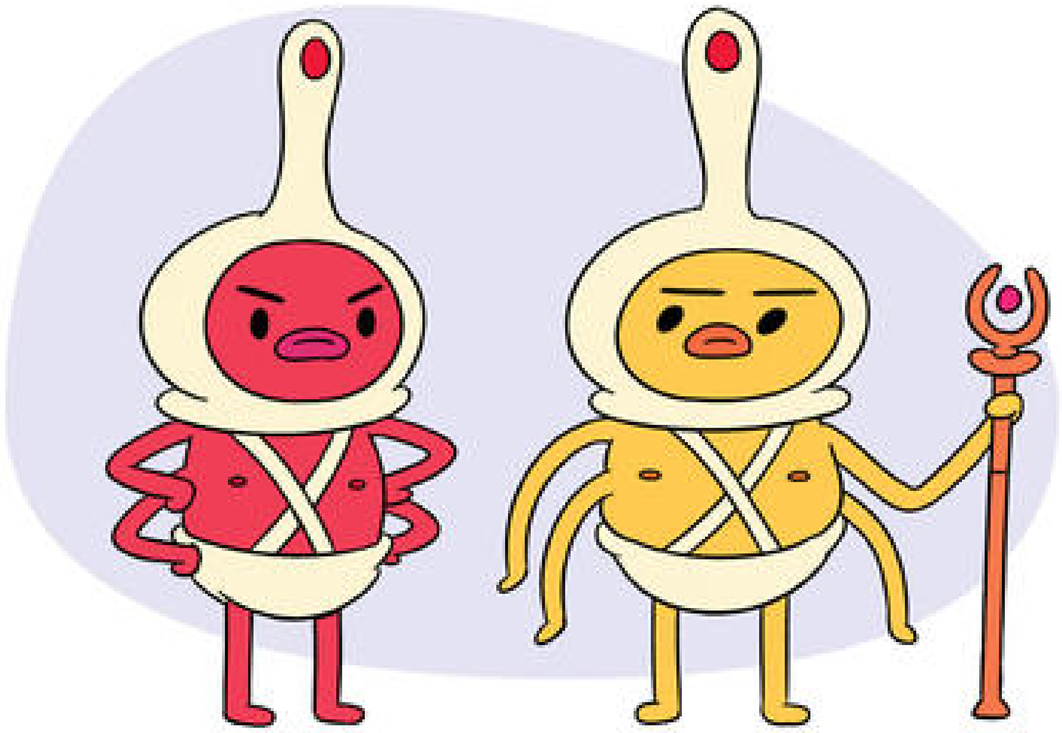
Additional exploratory bunless sketches by Breehn. The amount and placement of "bun" was continually tweaked and honed, enhancing the visual gag.

"...LIBERAL POLICY REGARDING SASSY NUM-NUMS."-ROYAL LOUDMOUTH

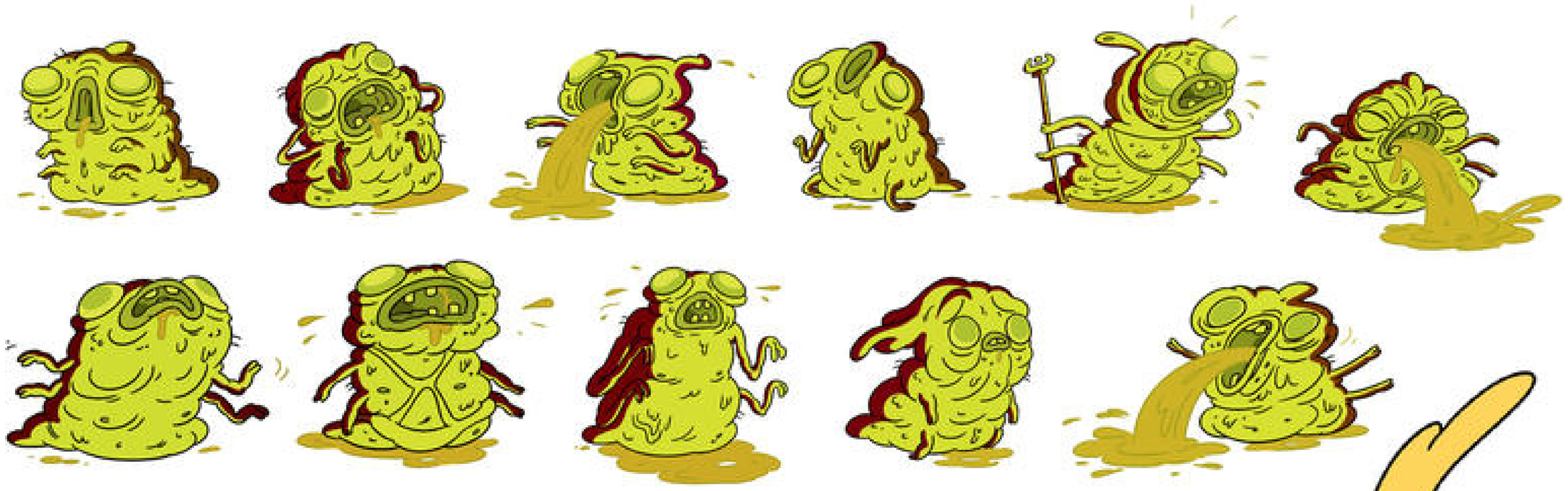
BEANUS PEEPS

Final design of Queen Linda (right), voiced by the insanely diverse Maria Bamford (she may hold the record for voicing most *Bravest Warriors* characters, three alone in this episode).





More Beanus peeps, designed by Jojo Baptista. It's not a real *Bravest Warriors* episode if something isn't vomiting and/or spewing ooze.

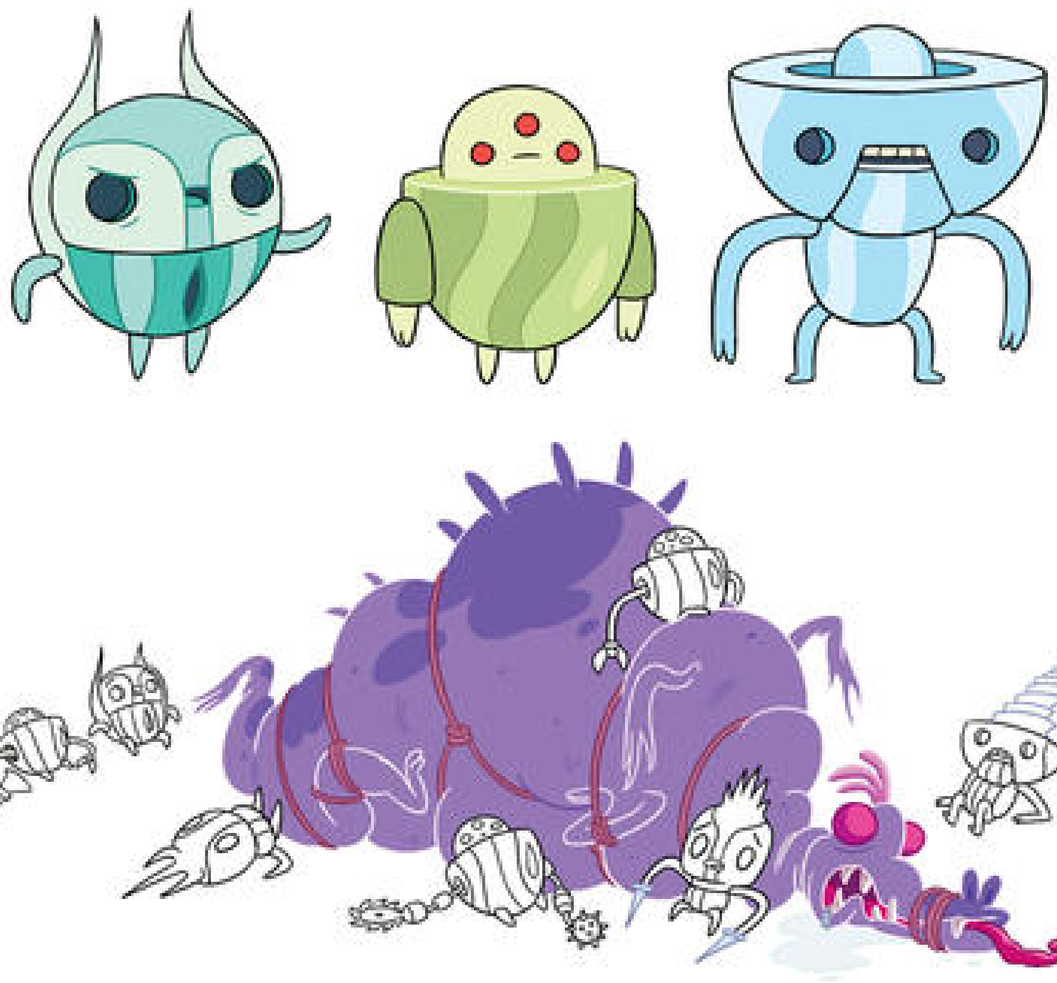


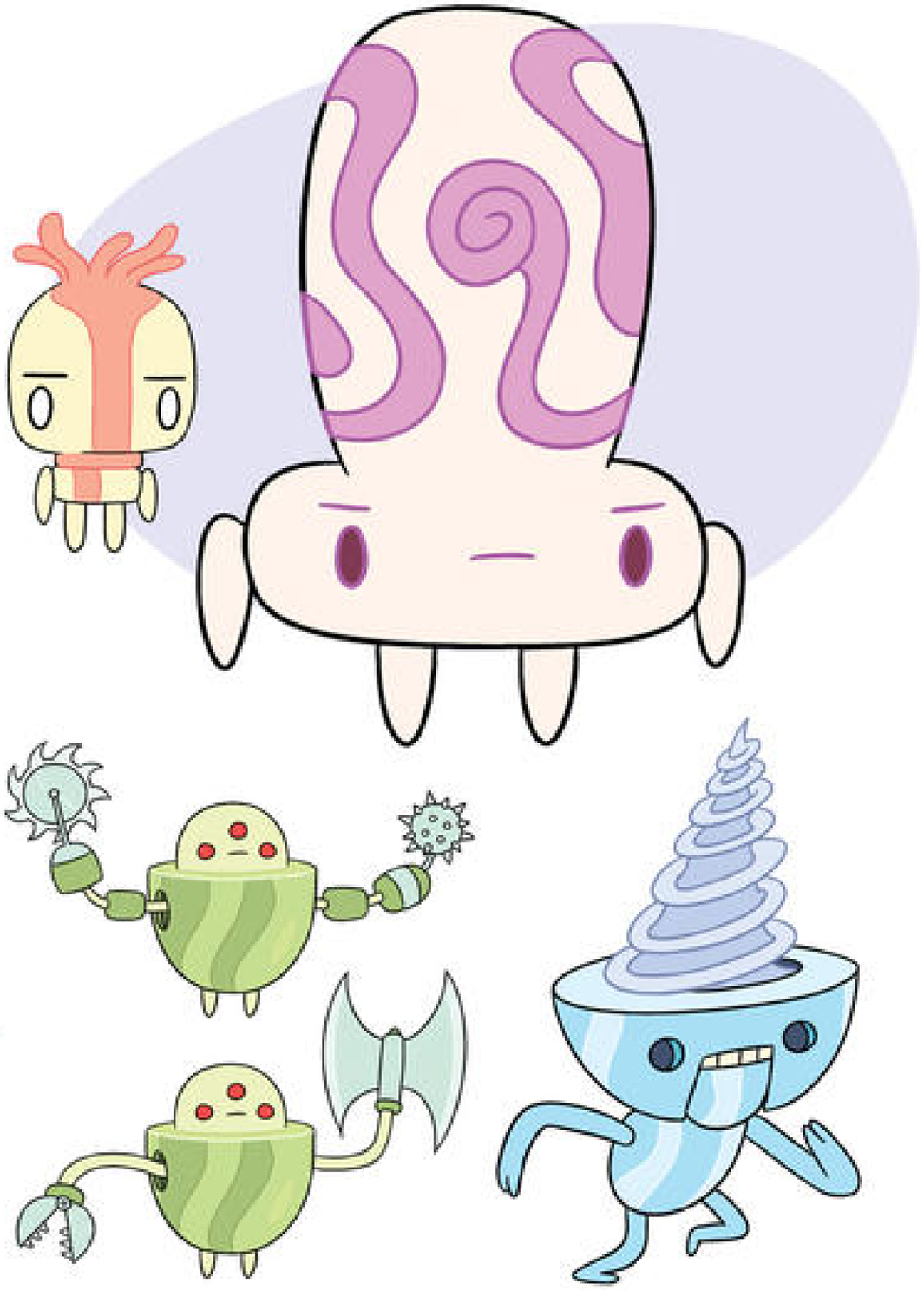
PACEY

With his toilet paper tube of truth, Pacey (voiced by Jason Johnson) holds us all accountable. *The Twilight Zone* was an oft-used muse for writers Breehn Burns and Jason Johnson. This episode mirrors themes from "Eye of the Beholder."

MIDGE

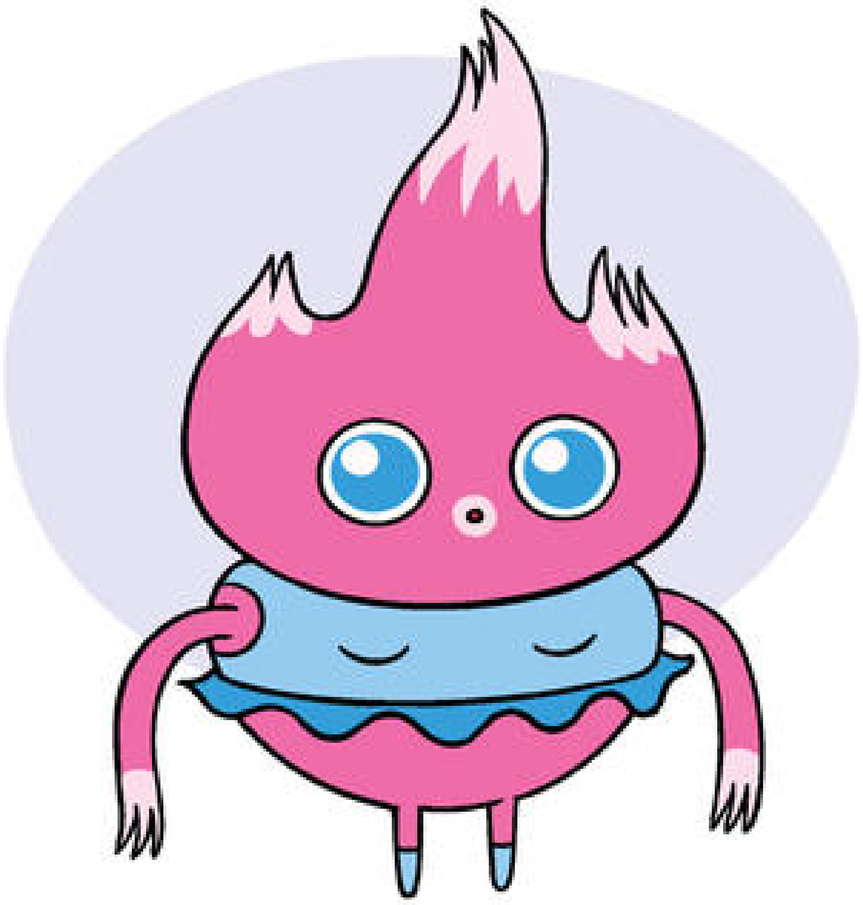
Super fierce caterer, and mad loyal butler, Midge (along with the other Teak Midgets), has sworn his hard little life to serve Plum and her family's every whim. Voiced by another *Bravest Warriors* heavy hitter, Eric Bauza.





PHOSPHORESCENT MAZE MIDGET

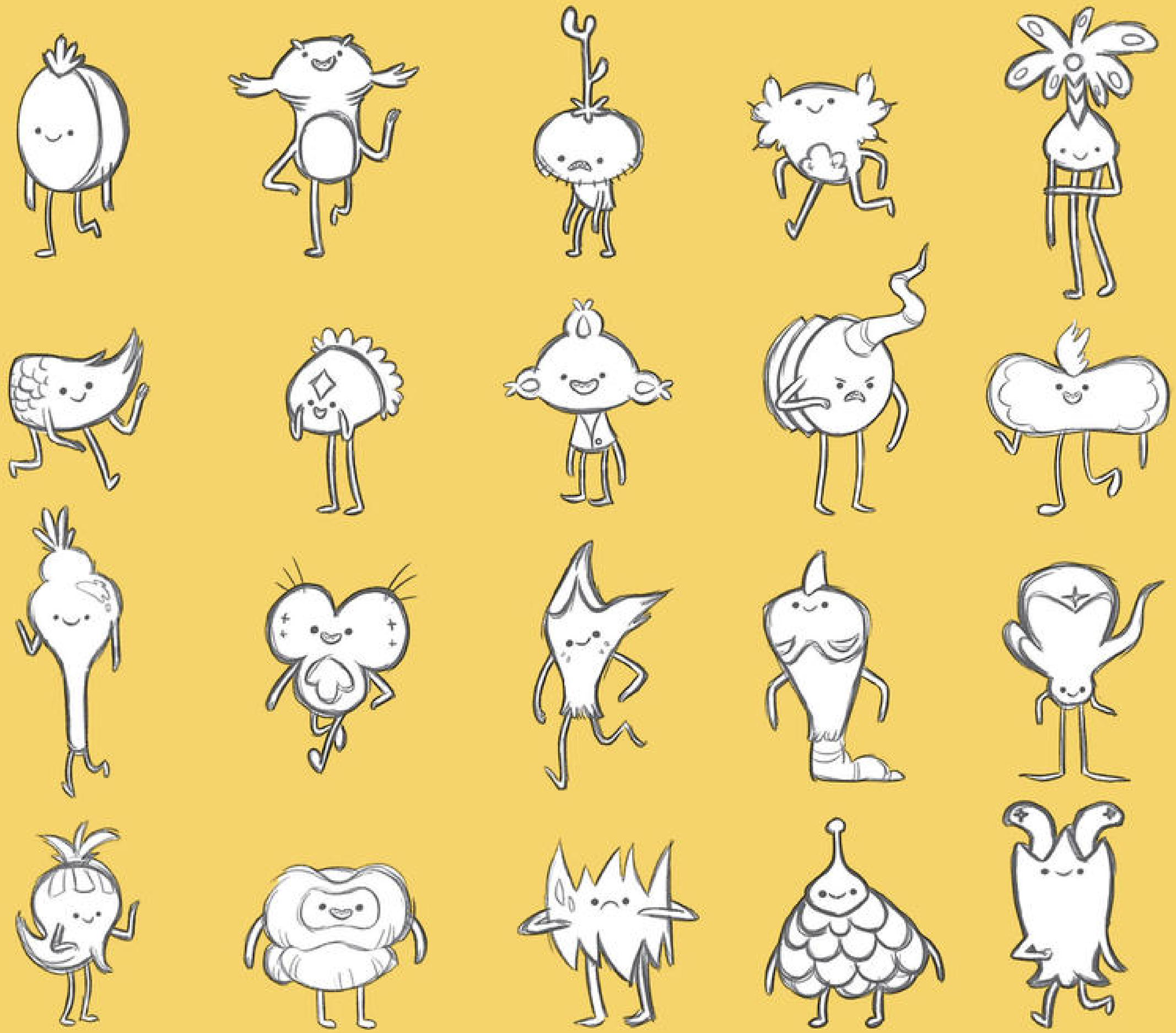
A closer relative to the Hardcore Hill Midget than the Teak Midget, The Phosphorescent Maze Midget is yet another former cutie in distress added to Wallow's menagerie of pets. His smile, and his radioactive belly, instantly light up a room.



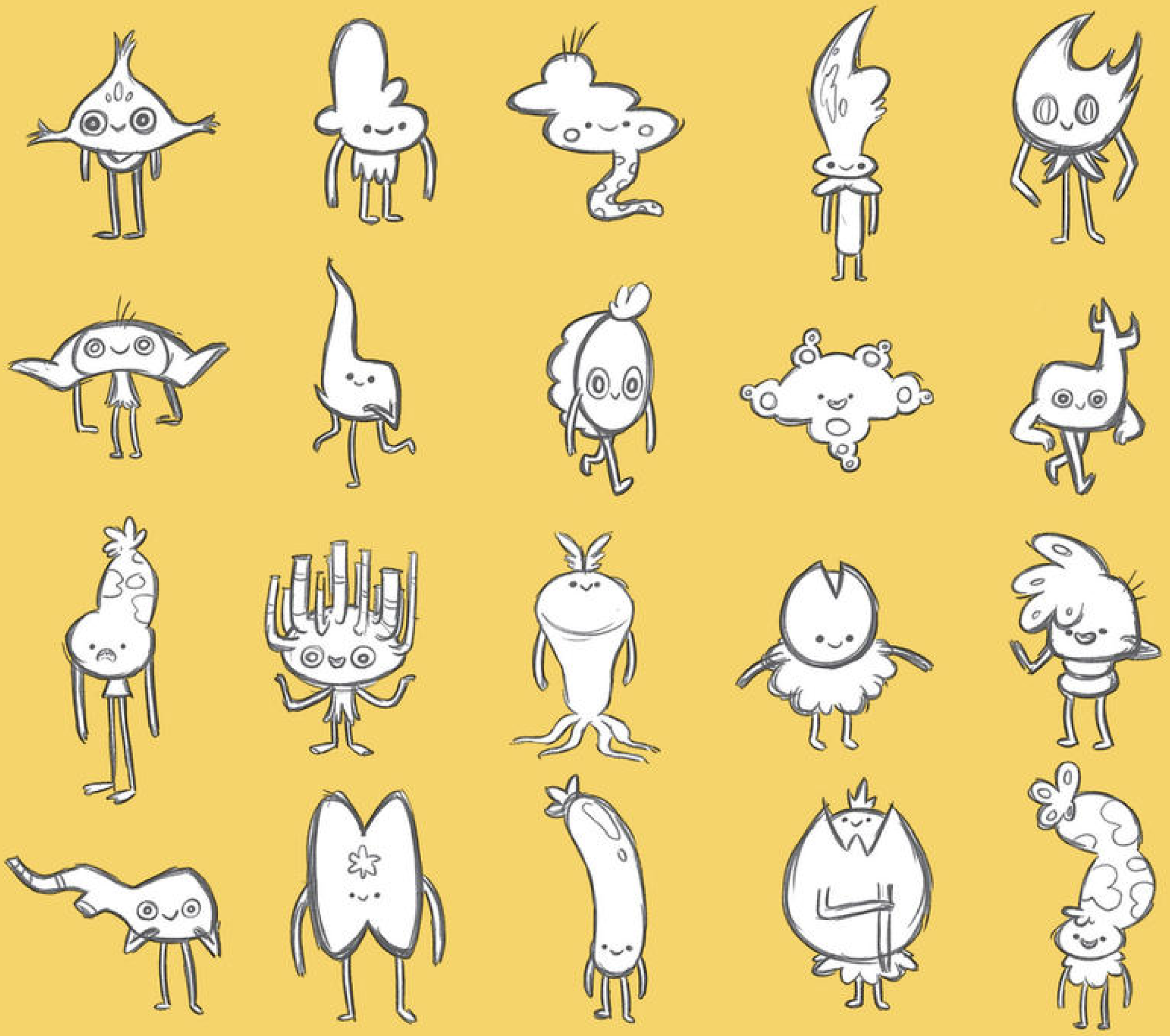
BALLERINA MAN

Part ballerina, part man, all inspiring to those graced with his sheer force of dance. Ballerina Man is voiced by Maria Bamford (seriously, she's a god send). He quickly adapts to Bravest Warriors life after being adopted by Wallow.

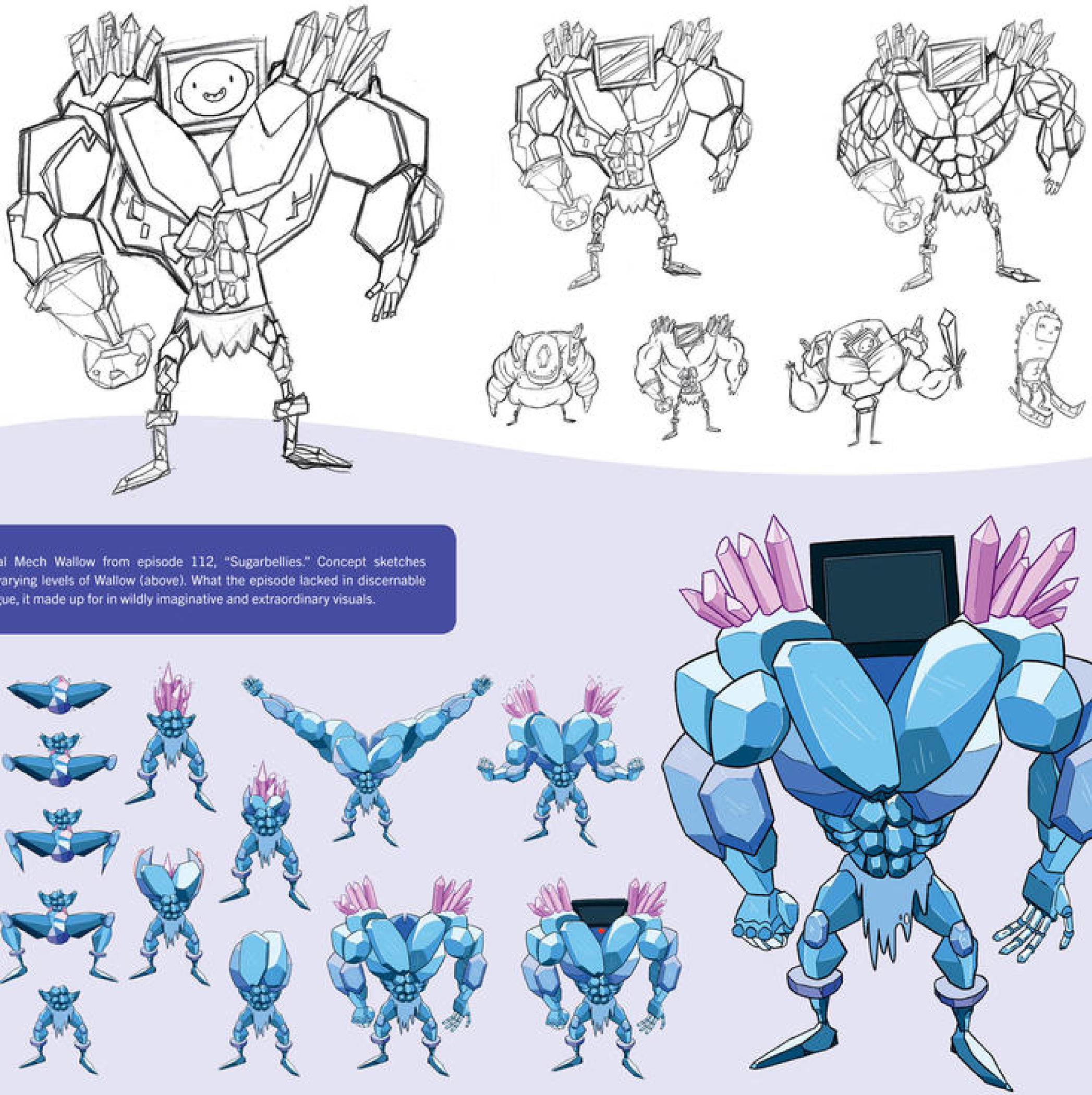
A still from episode 104, "Memory Donk," (above) the exact moment Ballerina Man realizes he's forgotten how to dance. You can almost taste the agony in his dewy little eyes.



Concept sketches by Bob Flynn (above). While all these aliens are sweet rescue bait, many didn't make it in the show. In addition to keeping with the look of *Bravest Warriors*, viability in animation and continuity of appendages are also key factors in design.

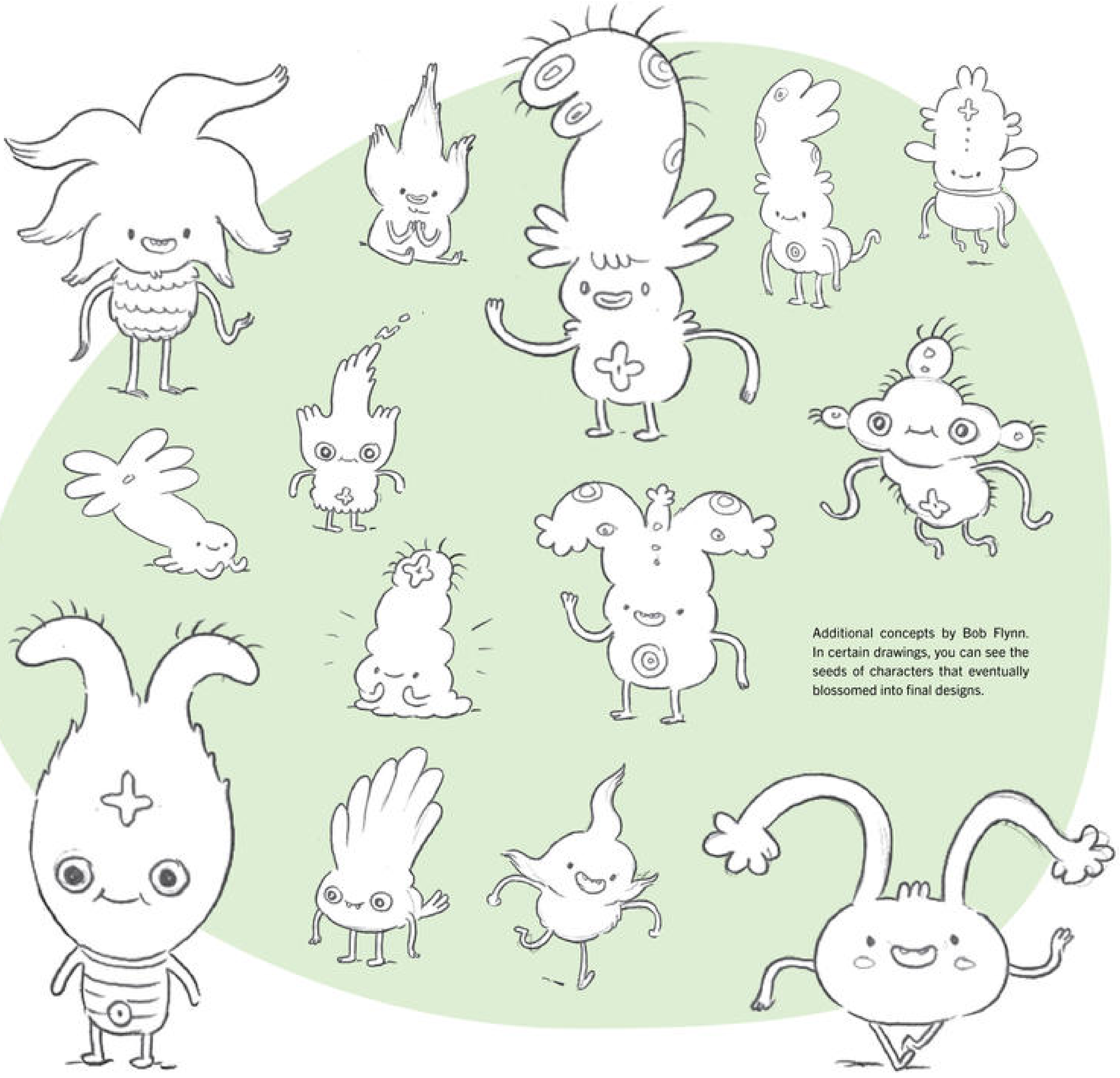


Additional designs by Flynn (abowe). Though Pendleton Ward created the original short, he was deep into the flow of *Adventure Time* by the time *Bravest Warriors* aired. The team achieved an effortless mix of Pen's charm while maintaining their own signature style.

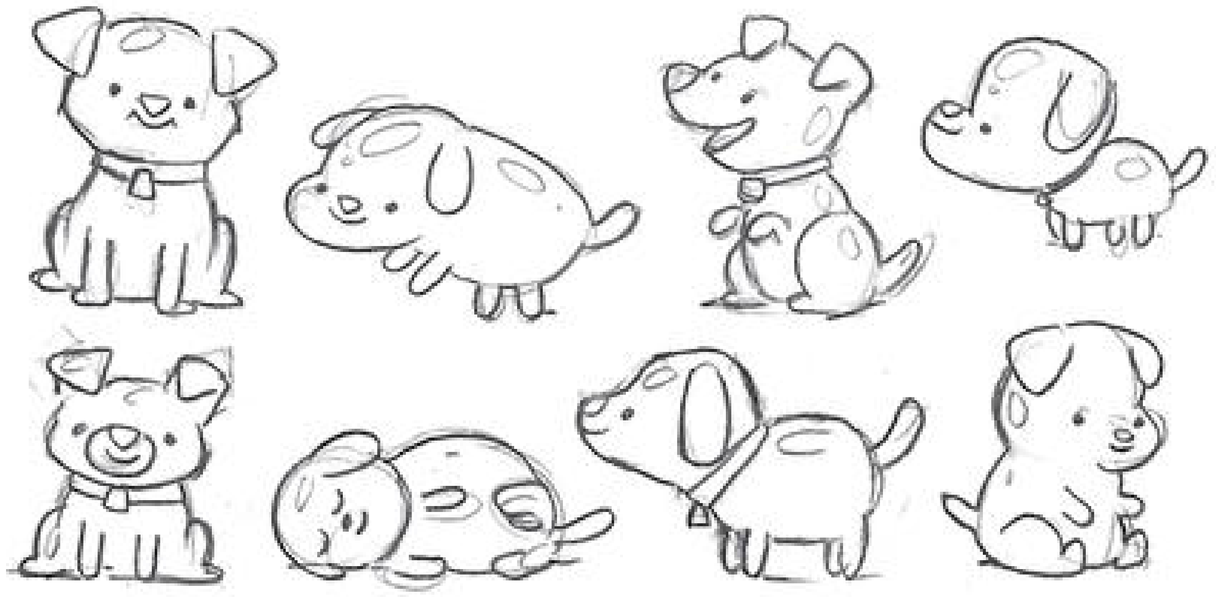


Crystal Mech Wallow from episode 112, "Sugarbellies." Concept sketches with varying levels of Wallow (above). What the episode lacked in discernable dialogue, it made up for in wildly imaginative and extraordinary visuals.

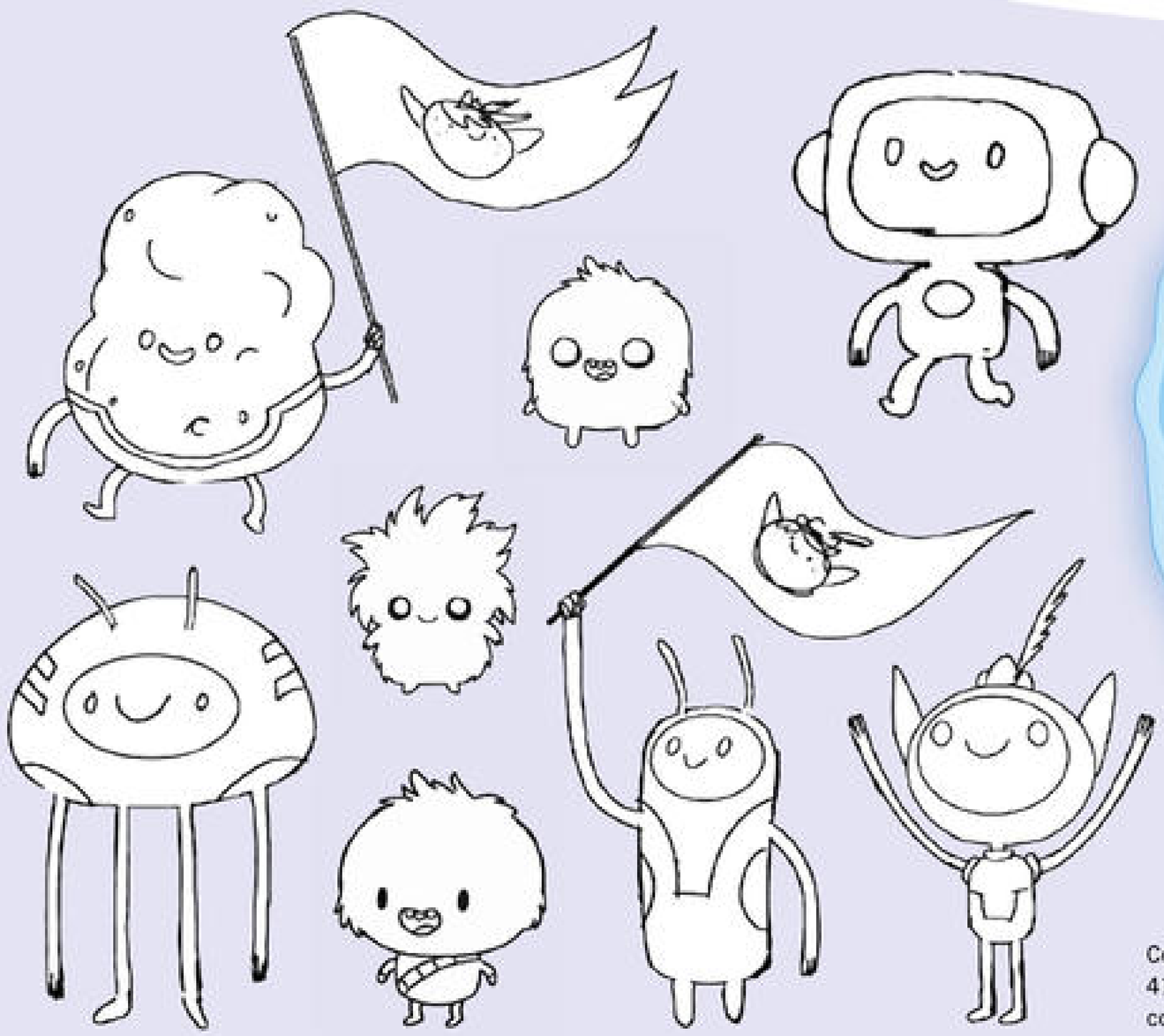
An assortment of Neo-Martians used to stock crowd scenes (designs by Andy Ristaino), Mirvahdans, and captives from "Lavarinth."



Additional concepts by Bob Flynn. In certain drawings, you can see the seeds of characters that eventually blossomed into final designs.



These puppies won't melt in your hand, but they *will* melt your frigid little heart. Designs by Bob Flynn. Based on the glossy sheen, these pups' chocolate skin had to be brought up to 105 degrees before cooling. Unless tempered puppy chocolate has different rules in space.

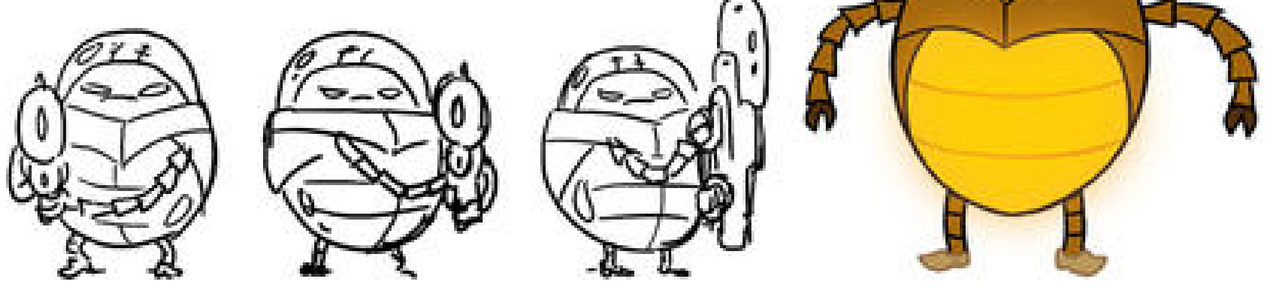


Concept designs of the Xhomese (pronounced "homies") from episode 416b (above). An indigenous race with zero outside contact, it was key to convey a mix of cute, dignified, and slightly feral. Designs by Ben Hu.

BAD DUDES...

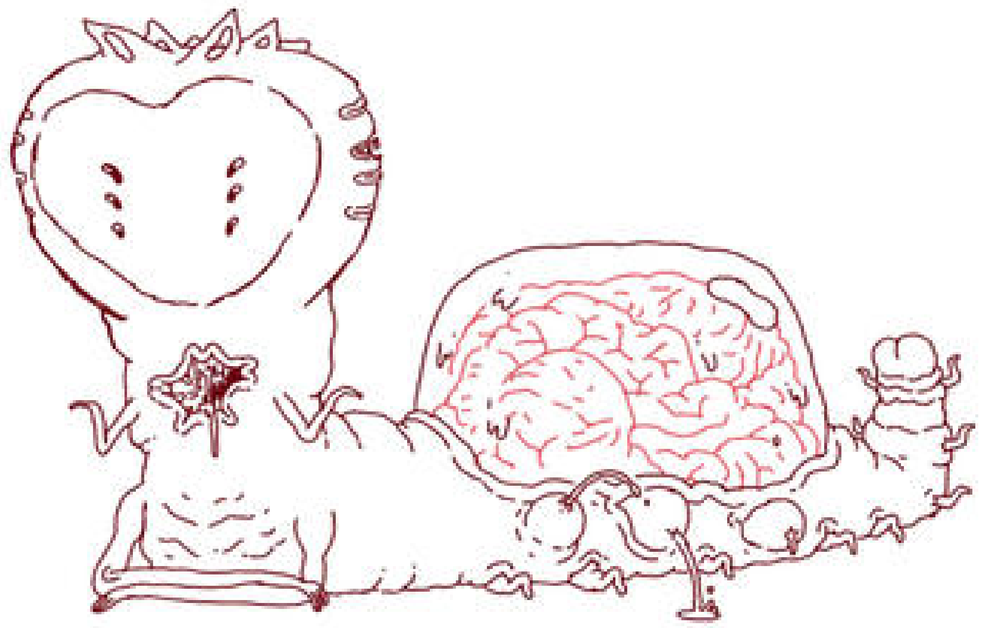
. . . And lady dudes! Baddies come in all shapes in sizes. They can be goofy, hecka-threatening, and have wildly different motives. But they all have one commonality: being diametrically opposed to the sovereign duty of liberating cuties.

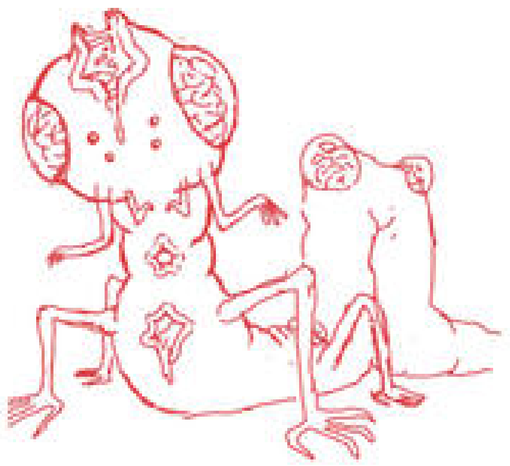
Relationships are complicated, even with bad guys. Firebellies like Halcyon and Nova (left) started out evil, but now they're lawful and good, cozying up in Wallow's bed amongst the other pets.



AEON WORM

The most chilling villain in the series needed a spine tinglingly terrifying voice to match. Tony Todd, who played the titular role in *Candyman*, delivered exactly that. Concept sketches by Andy Ristaino.

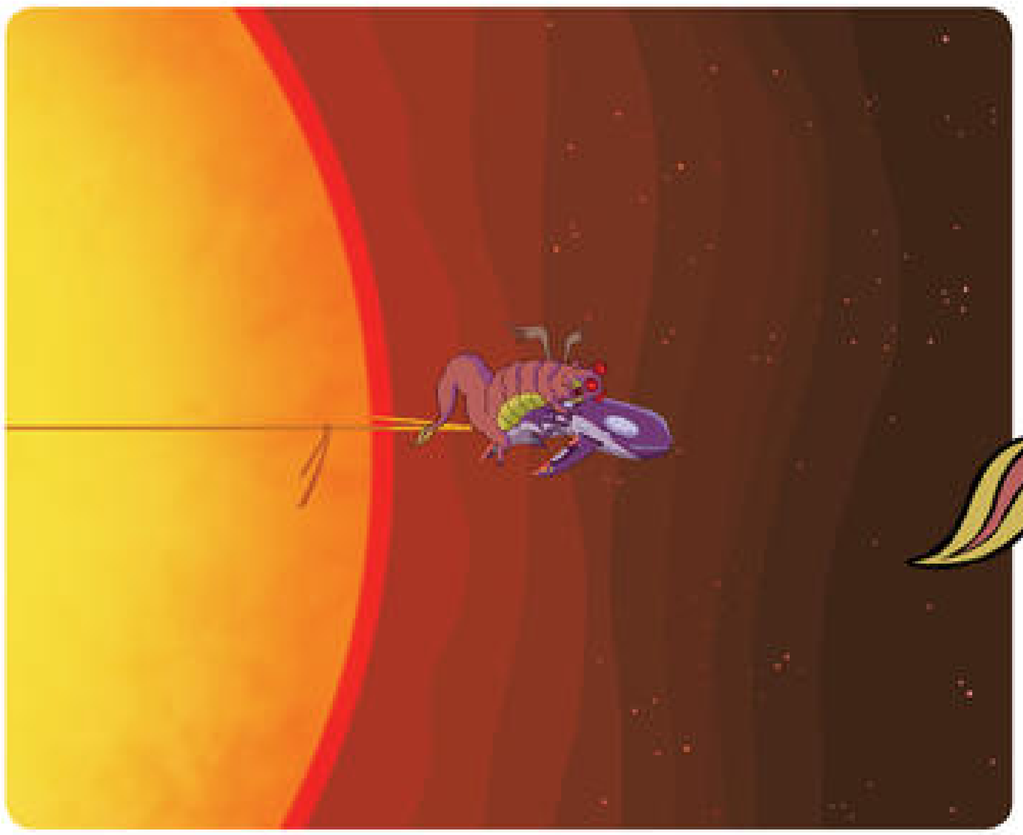


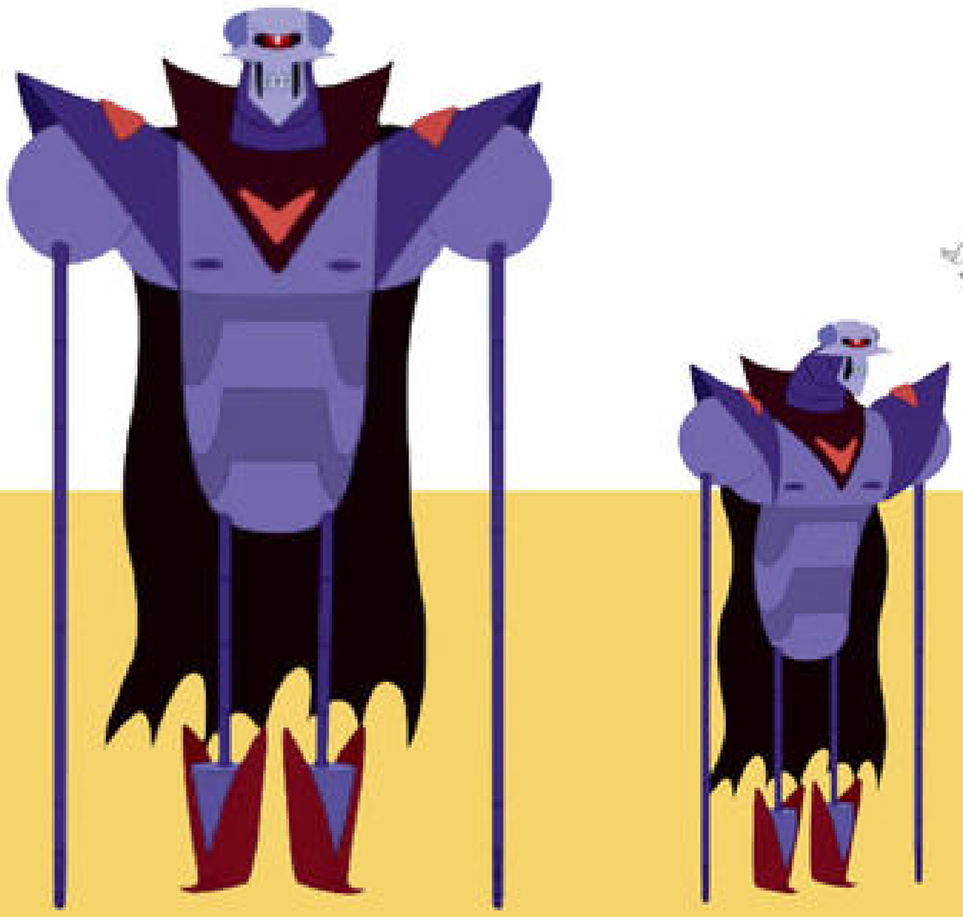


CARMICHAEL SMITHERS

Carmichael was too slick for Chris's emotional overload, evading capture. His voice actor, Robert Morse (Bert Cooper in *Mad Men*), even auditioned for Impossibear. That guy knows "how to succeed in business."

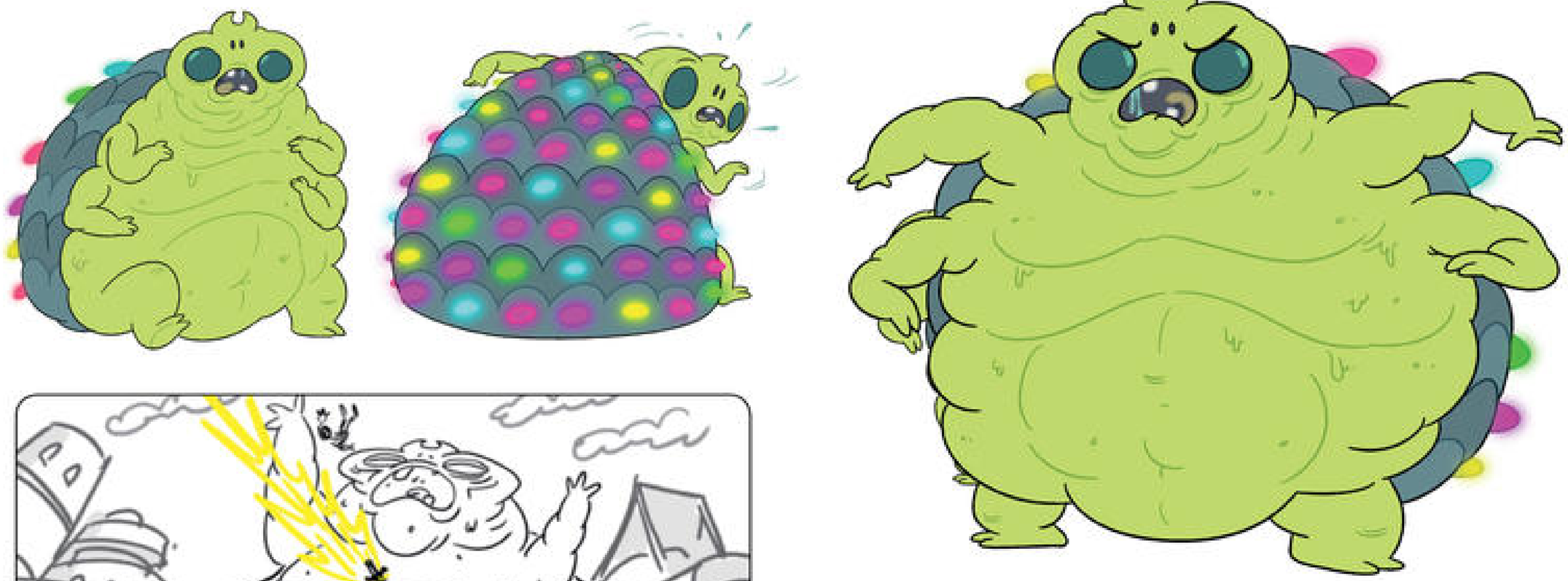
A completed design for the Moon Dragon from episode 102, "Emotion Lord" (right). This naughty hottie tried to have "sassy num-nums" with the Space Whale's aft boosters while it was towing an artificial sun.



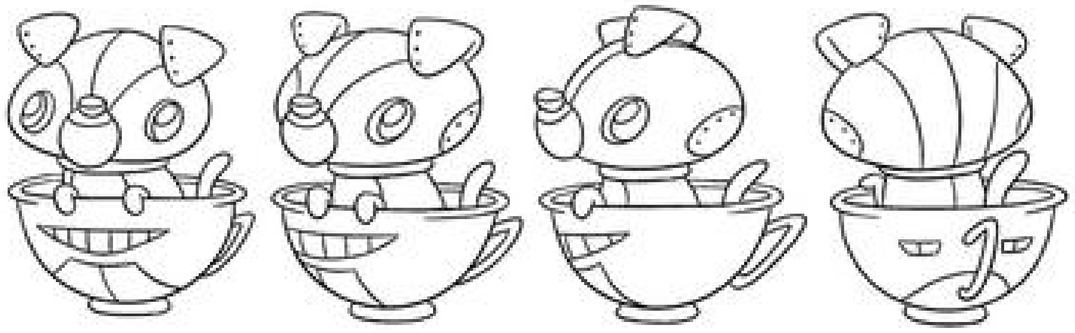


KARSWELL

The Rainbow Prince of Moop from the future. Stealing organs from each of the Bravest Warriors, he becomes a nightmarish force of disaster for aliens in distress. Voiced by Eric Bauza, Karswell catalyzes season four by infecting Chris's heart with moop.

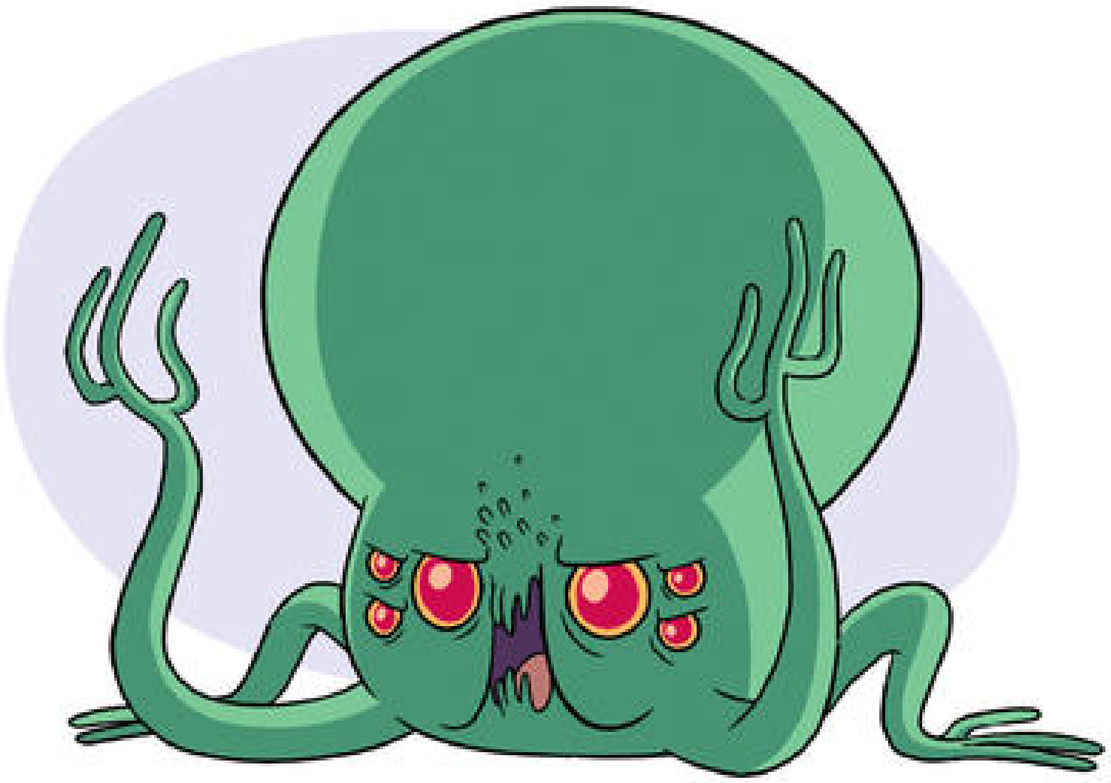


Completed poses of Arcade Monster (above). A still from episode 301, "Dan of Future Past" (below). Daddy issues? Psh! Small potatoes. Arcade Monster (voiced by Eric Bauza) has serious unresolved moop with his Gramma C.C.



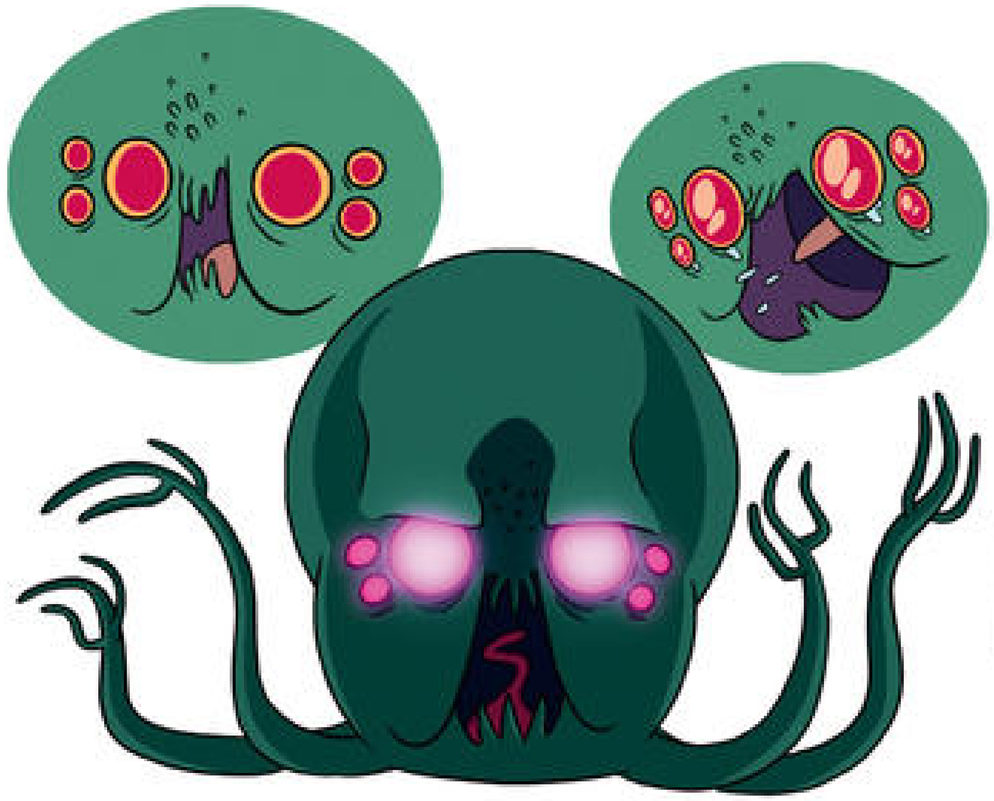
TEACUP TERRIERS

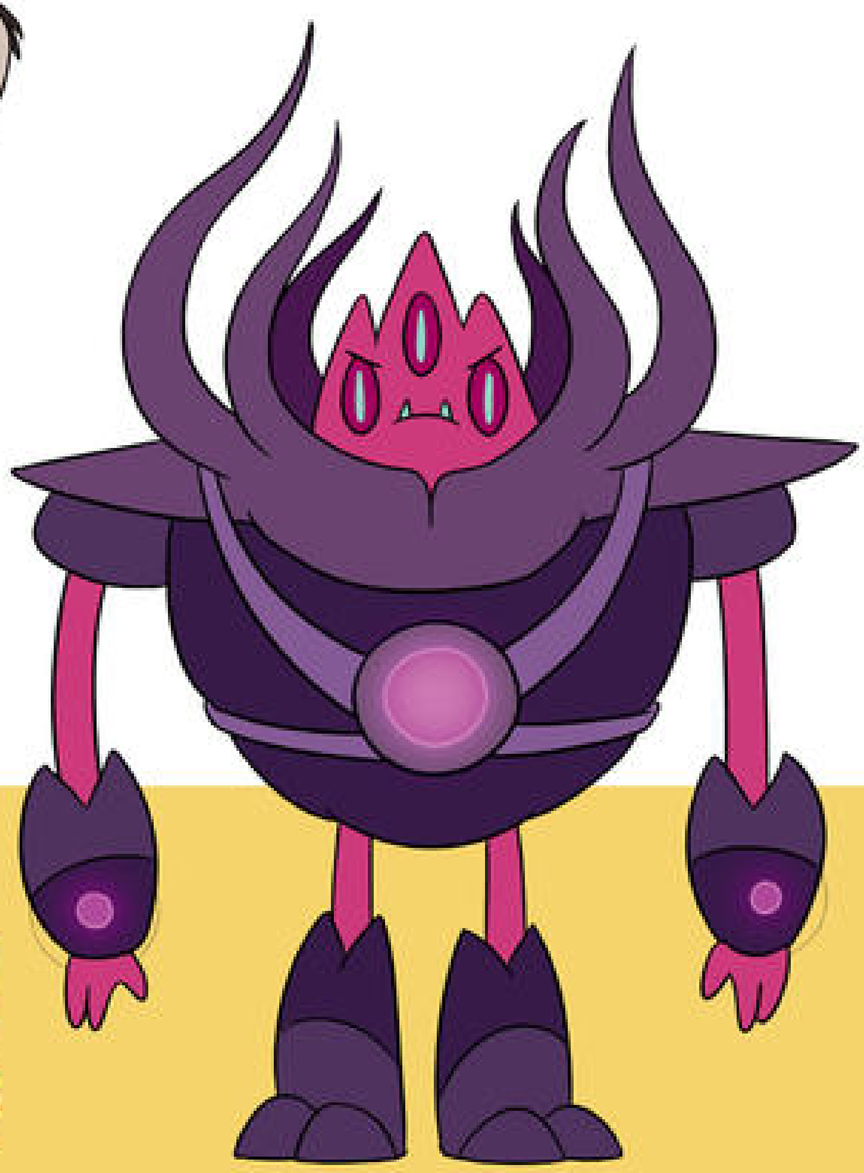
Teeny weeny in stature, hefty wefty in munitions. The sketches (above) toy with different variations of terrier: Scottish, Yorkshire, Norwich, etc. The final designs are more robotic puppy, less Westminster all-around champion.



PUPPET MASTER

Most of the Wankiverse's baddest dudes have a reason for being meanies, you just have to dig. For Puppetmaster (voiced by Dana Snyder), he's just lookin' for buddies to chill with and maybe take out his hair trigger aggression on.





THE COLDEEZ ARMADA

Ruthless emotion lord hunters, featured in episode 301, "Dan of Future Past." Beneath their rock hard rindy exo-gear lie gooey hearts, sympathetic to the chronic societal ills of bullying.

CHAPTER 4

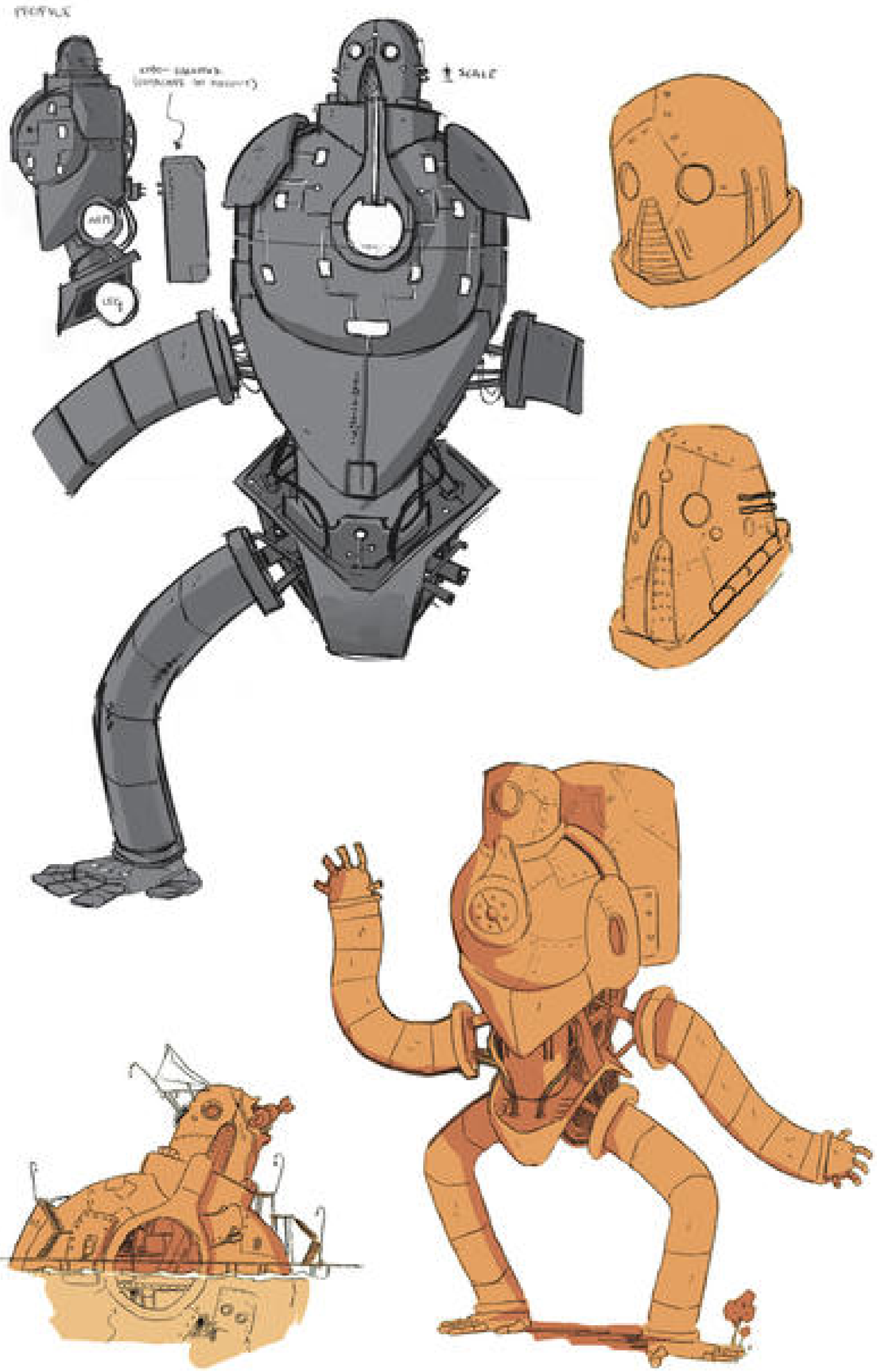
ENVIRONMENTS

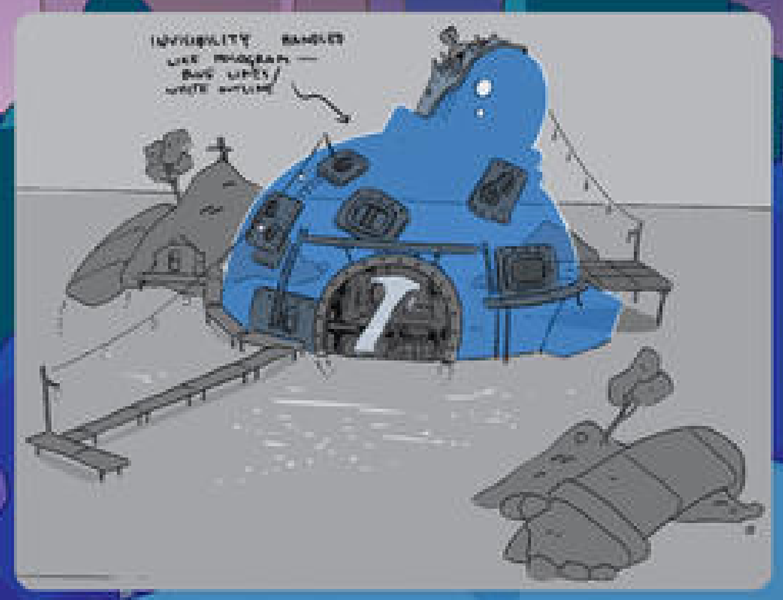
The Bravest Warriors have been there, done that, and bought the novelty hologram shot glass. Whether it's a planet for smashin' villains, or for crashin' and chillin', they've seen more exotic destinations than a trust fund alien on a glorp year.

Behold, dope backdrops for butt-kicking:

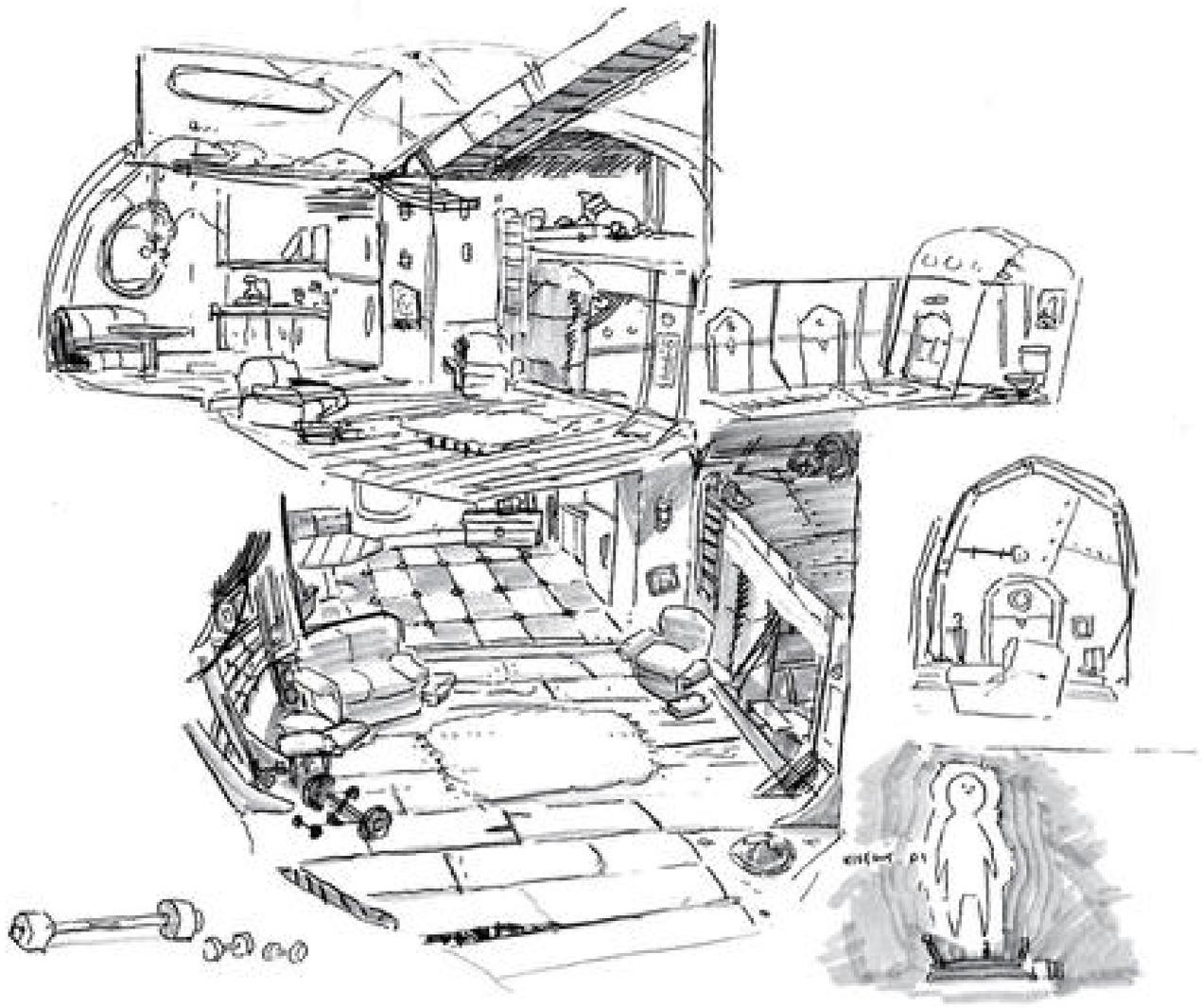
THE INVISIBLE HIDEOUT

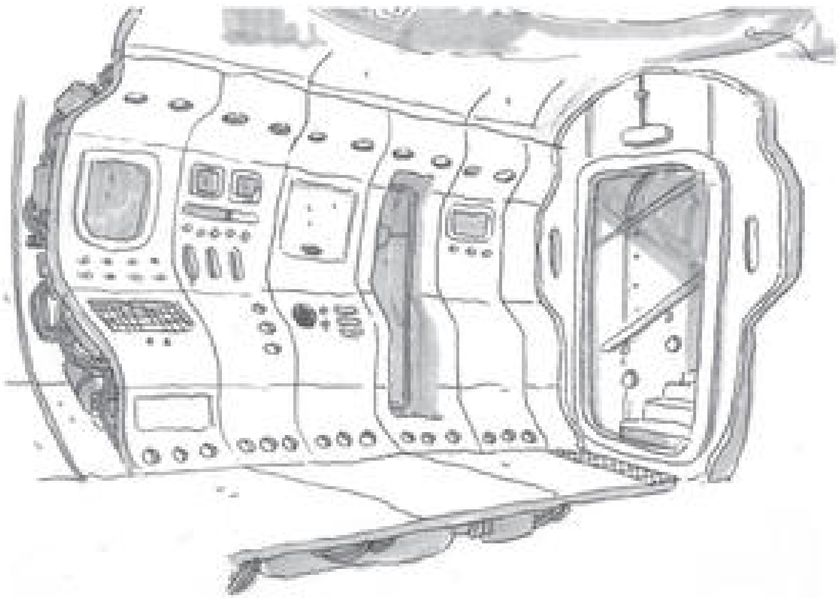
Home is where the heart (and defunct robotic neural networking pathway) is. Once a bustling fortress of relaxitude for the Courageous Battlers, it's now the Bravest Warriors' responsibility to keep it tidy and un-obliterated.

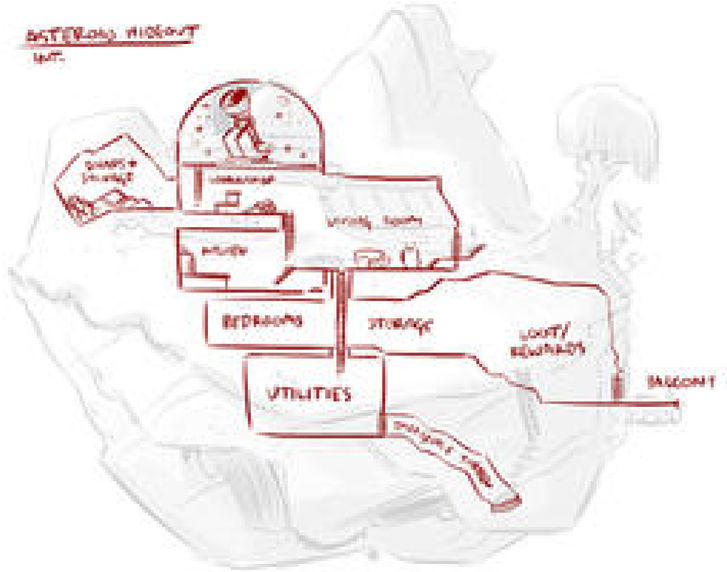




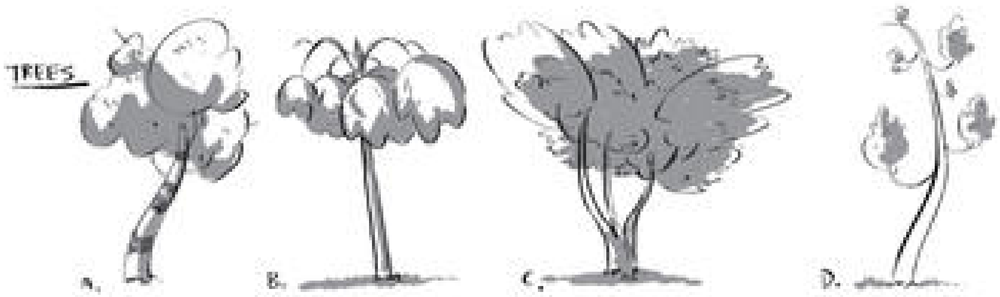
Concept sketches of the hideout. Levels of "hidden-ness" and location (being built in an asteroid) were ultimately tweaked.

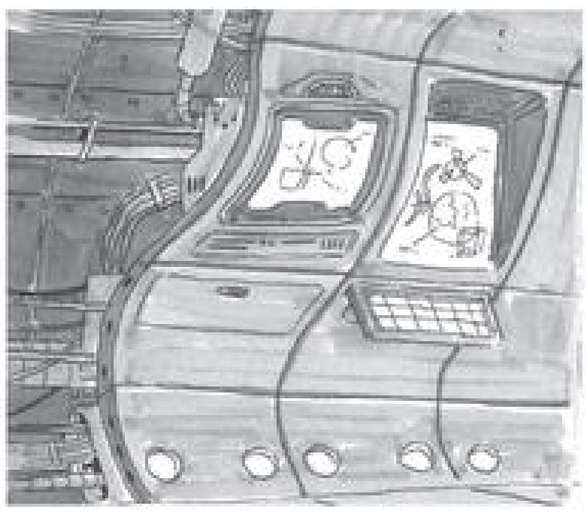


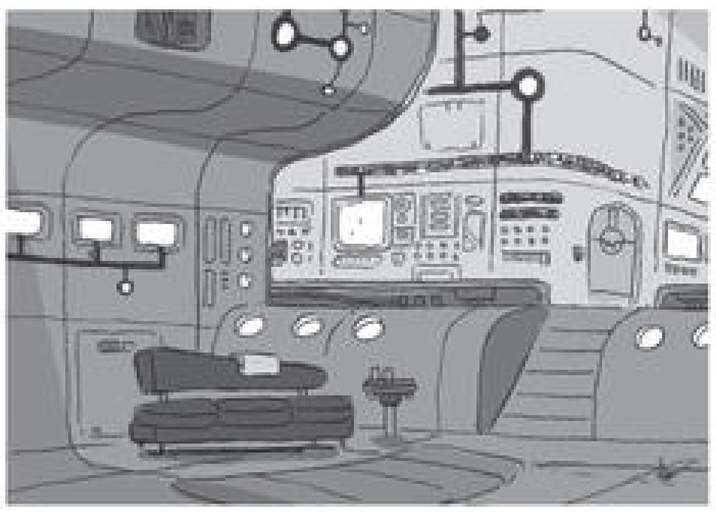


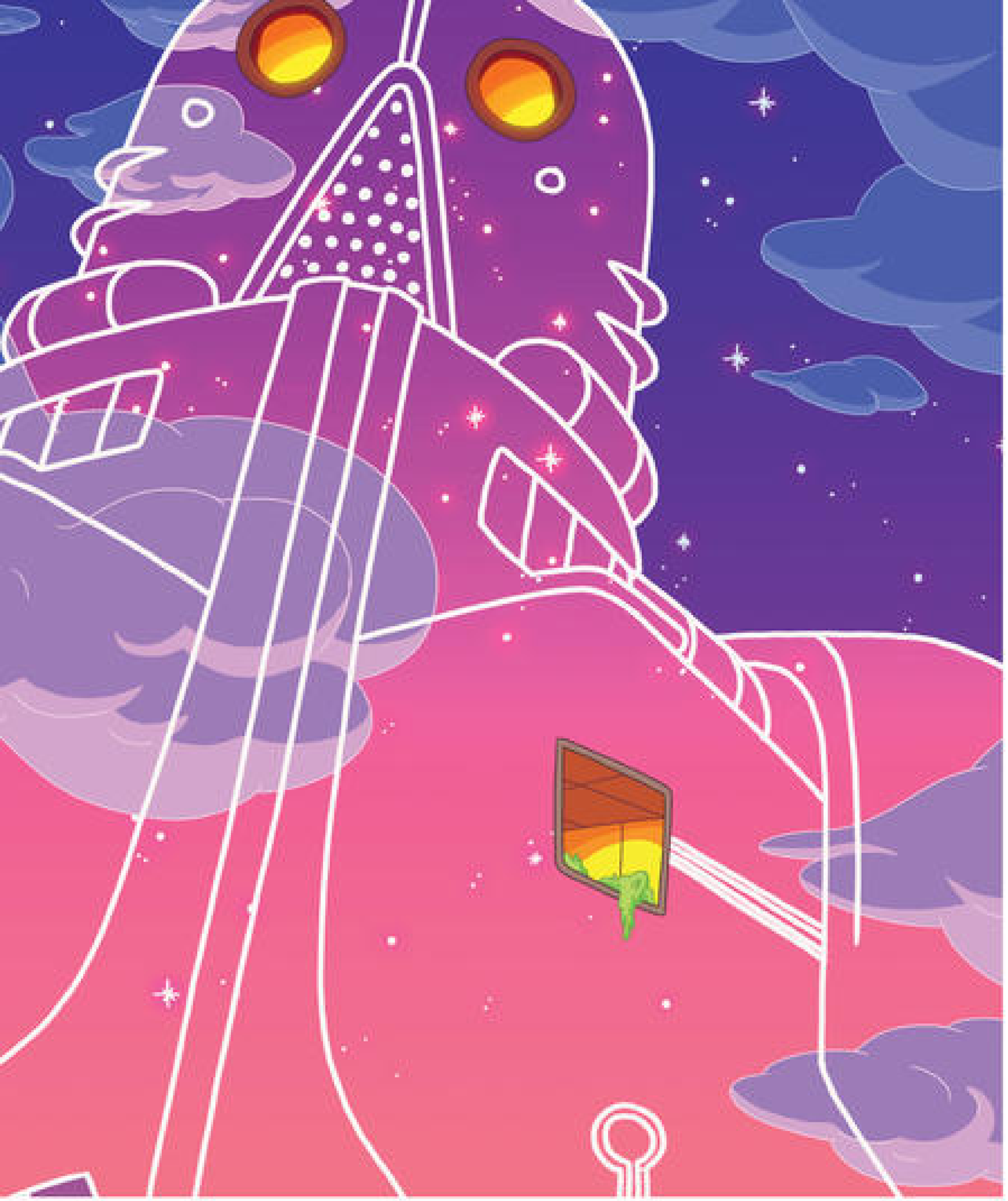


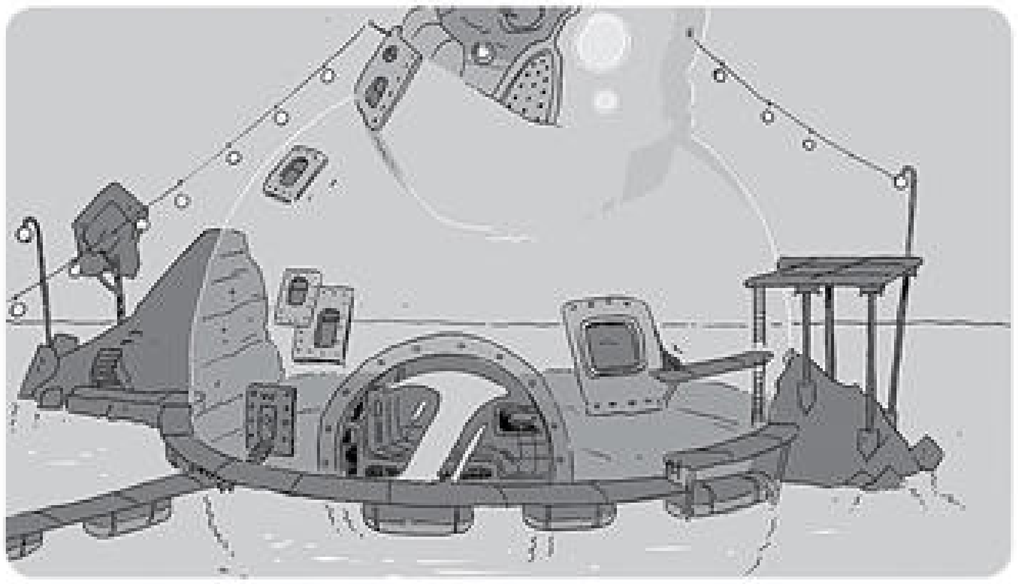
Concept sketches for interior layout of the invisible hideout. The sleekness of the future meets the ratty reality of teen-living.



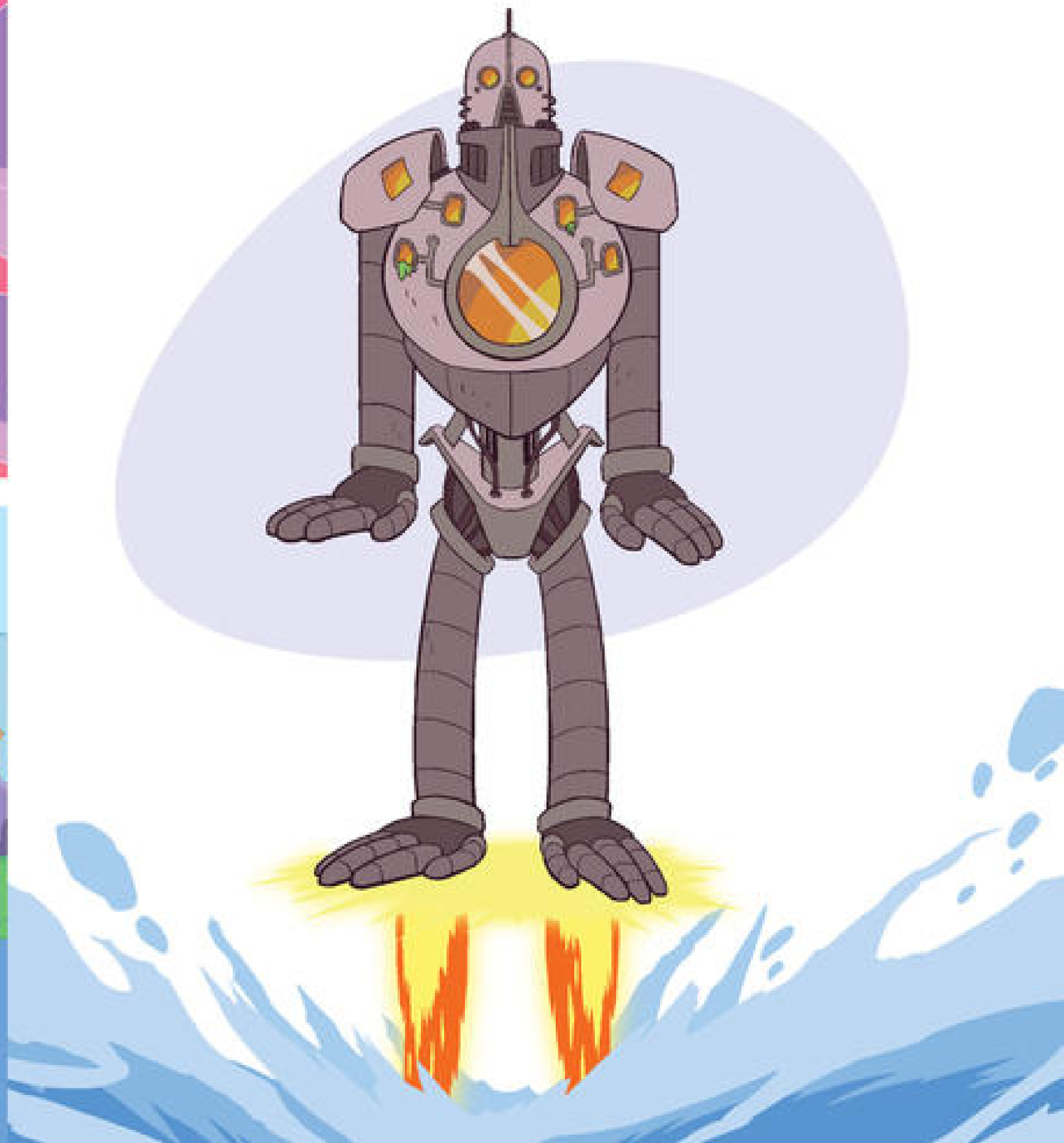


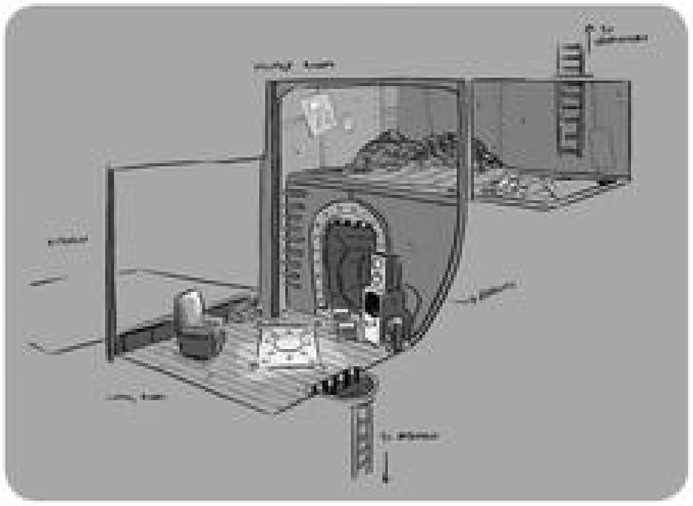


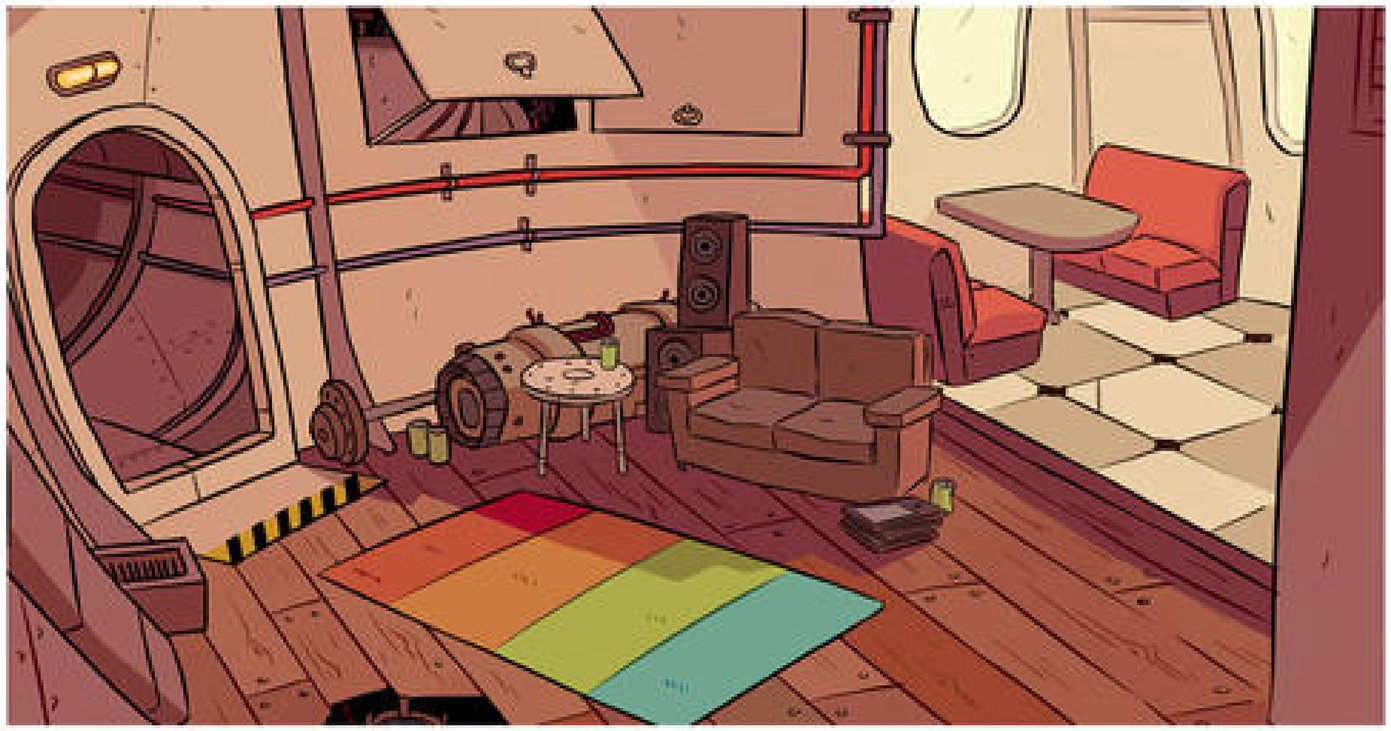




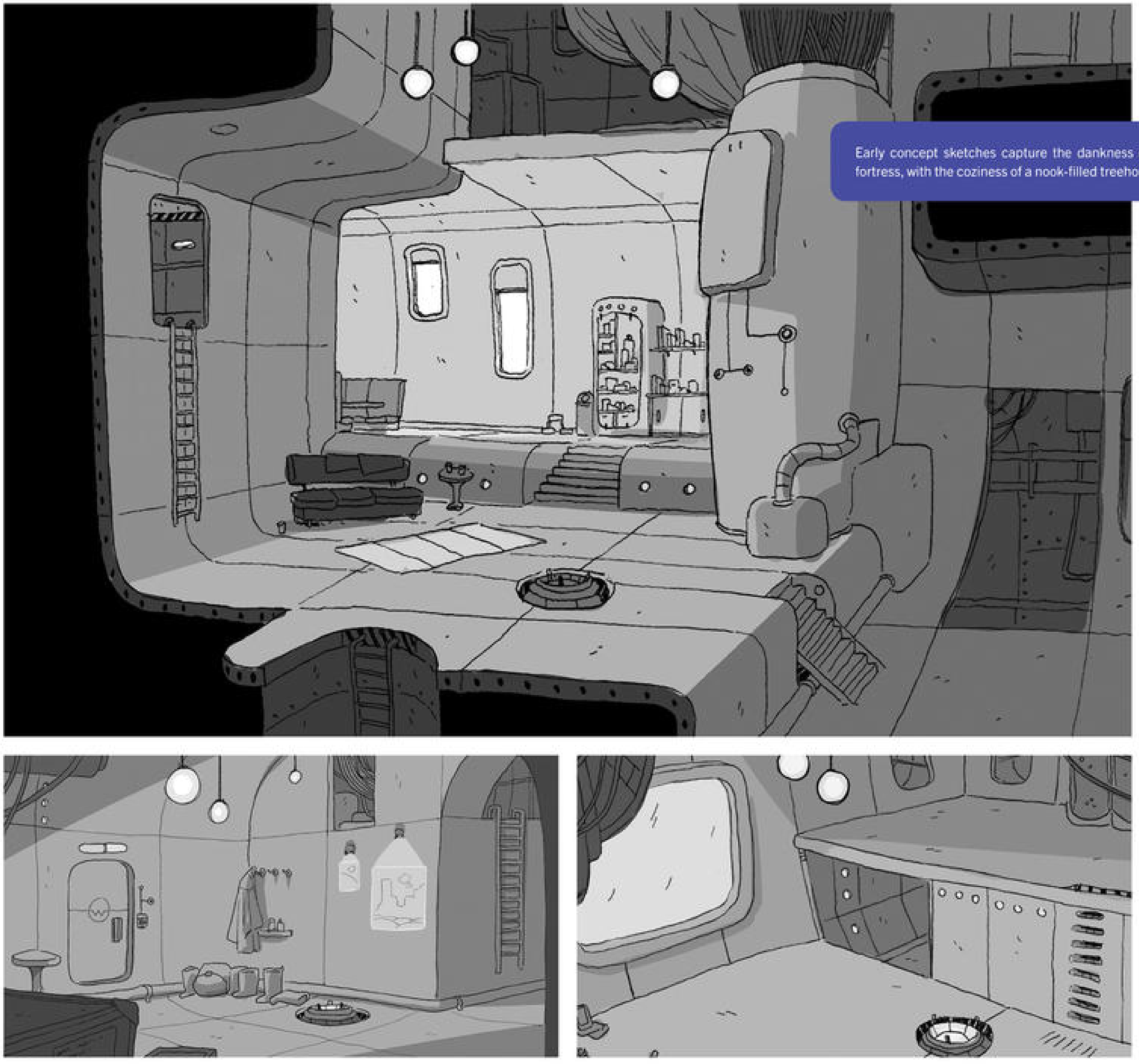
It's not a secret hideout, it's an *invisible* hideout. Rumor has it, it's actually a boon of war snatched up by the Courageous Battlers. The hideout protec, but he also attac. And he relax.







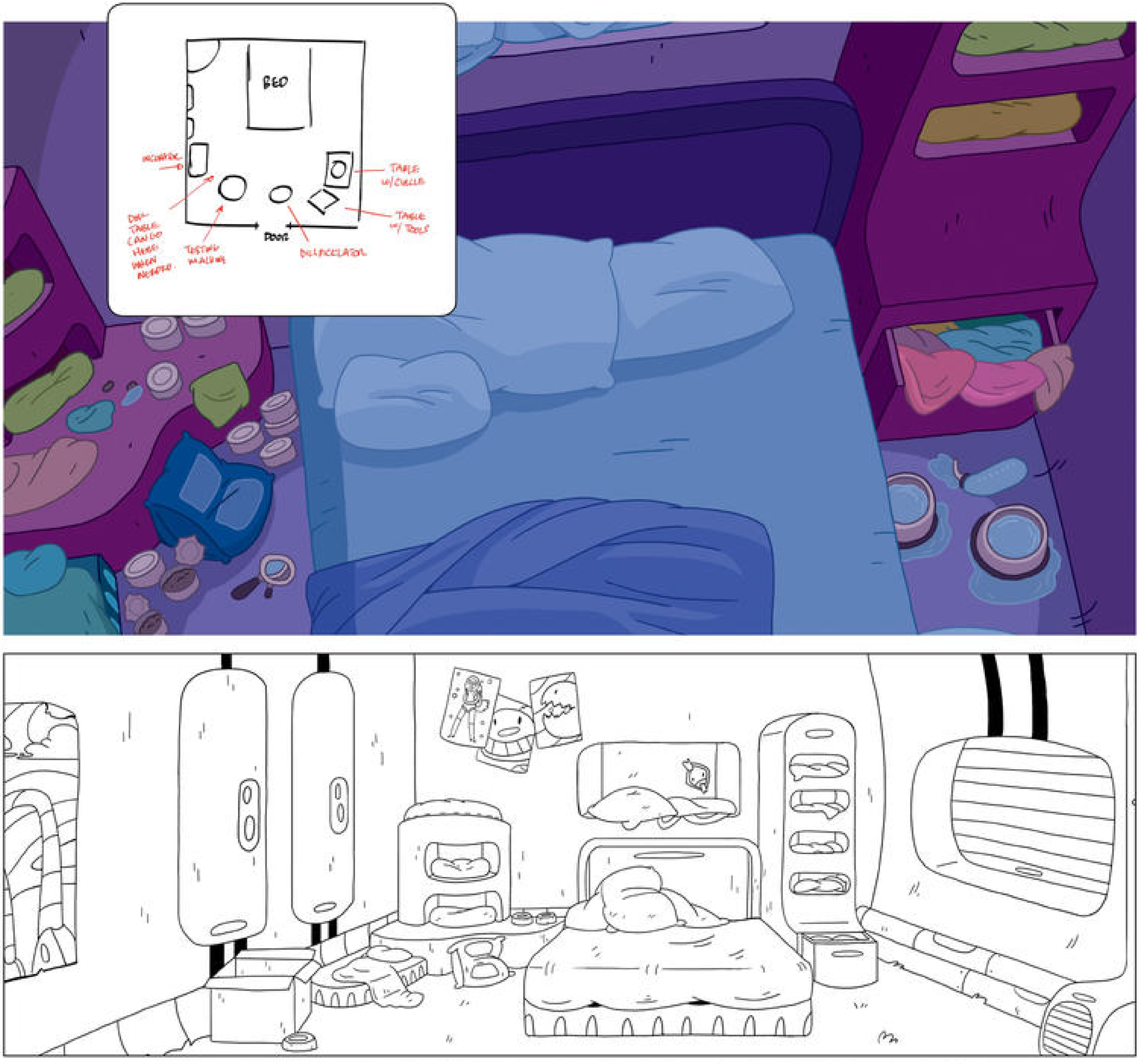
Backgrounds designed by Steven Sugar. This was Steven's first job in animation. His other credits include *Steven Universe* and *The Owl House*.



Early concept sketches capture the dankness of a fortress, with the coziness of a nook-filled treehouse.

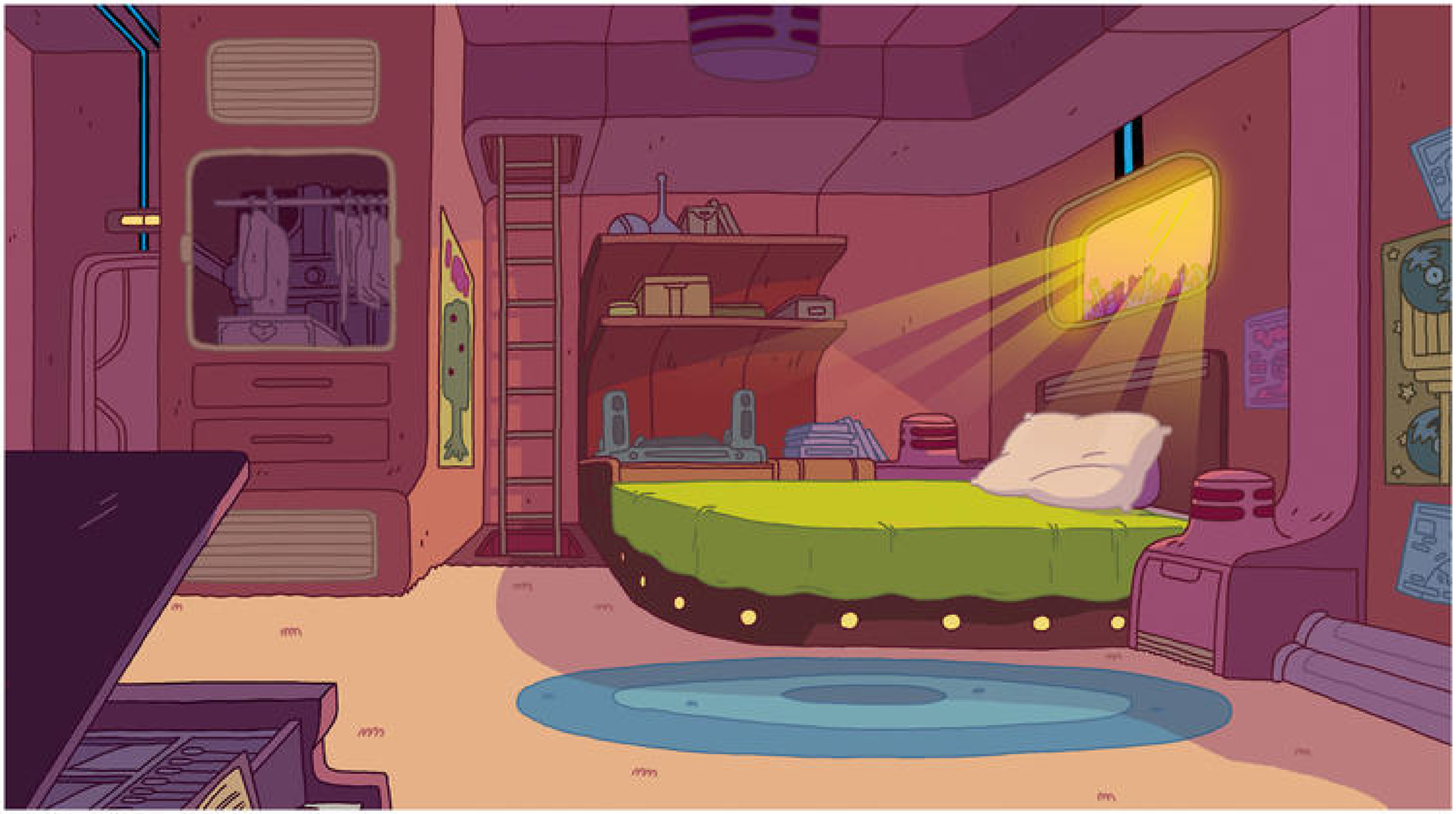
Fuchur Mishins

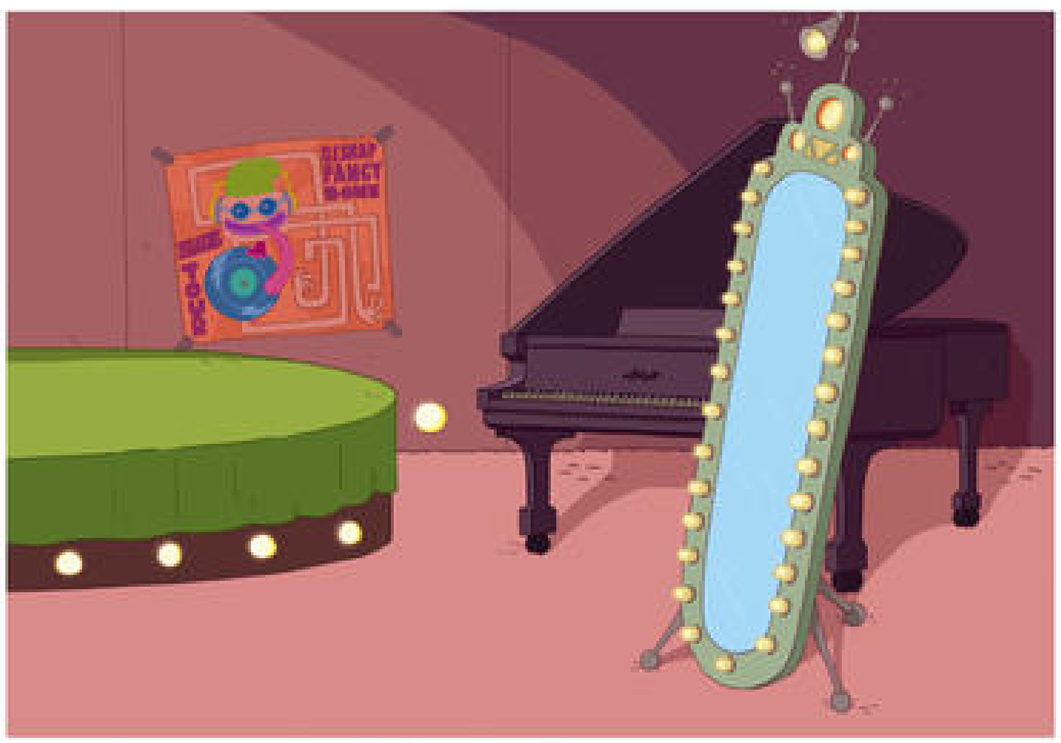
Sketch and final shot of hideout living room (above). It's not often we see this reverse angle, especially from this a vantage point.

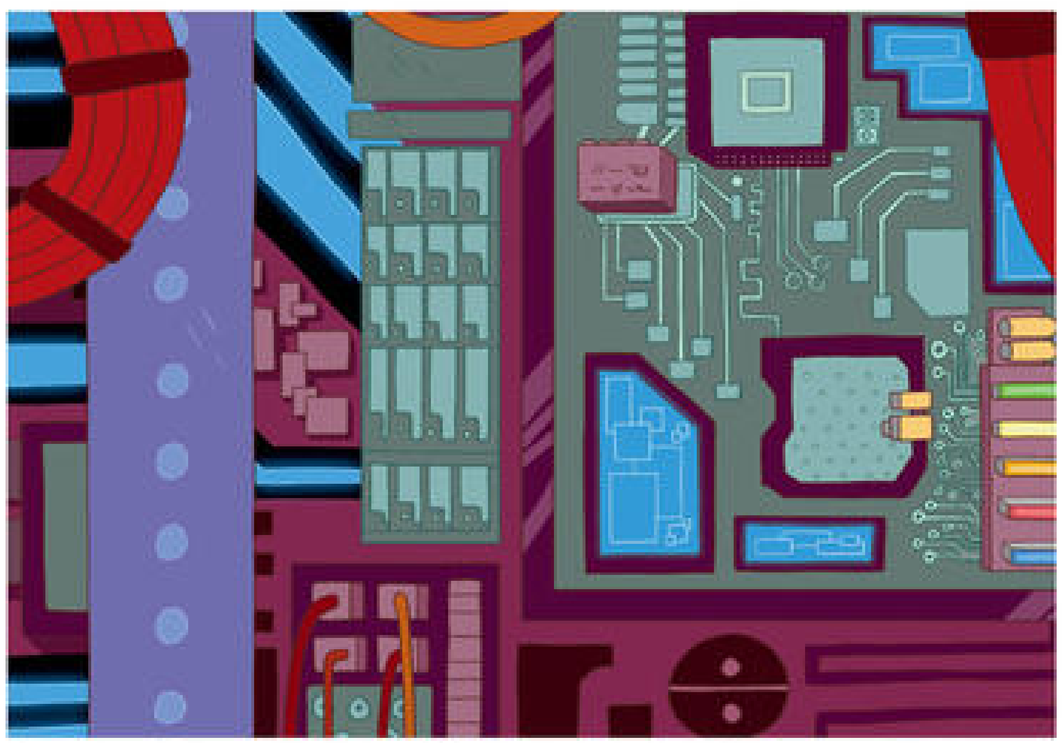


Wallow's room (above). It's not messy, it's lived-in! When you share a bed with nearly a dozen of your alien pals, biz is bound to get kerfuffled.

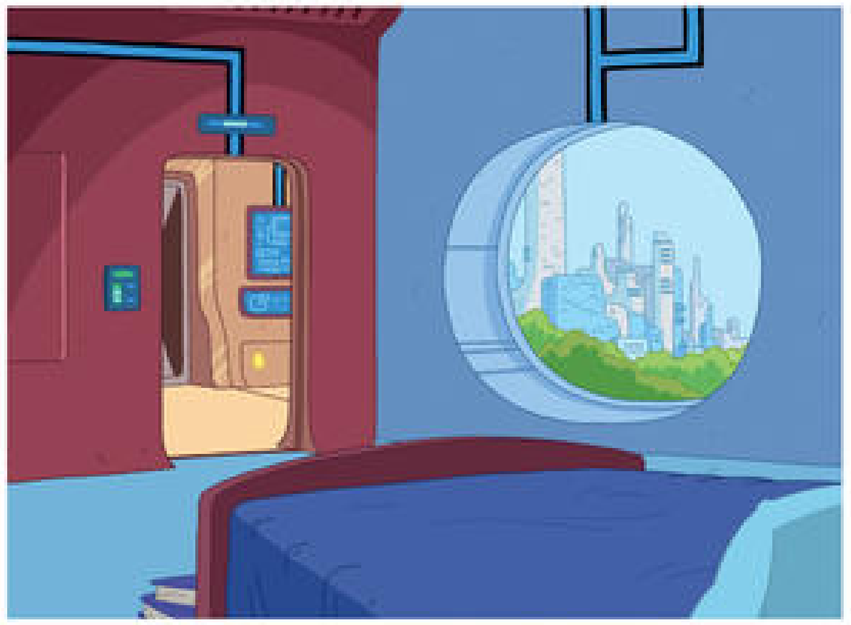
Danny's room (above). His crash pad is in the basement. 'Nuff said.







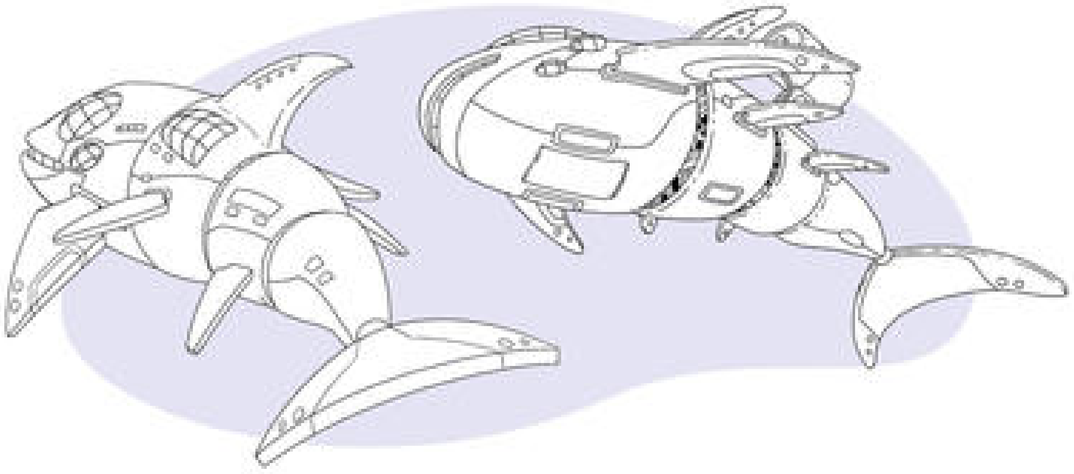
Beth chose the bedroom with optimal morning sunlight regardless of solstice (because of course she did). Also, she hasn't not NOT smooched that Shap Fancybone poster . . .

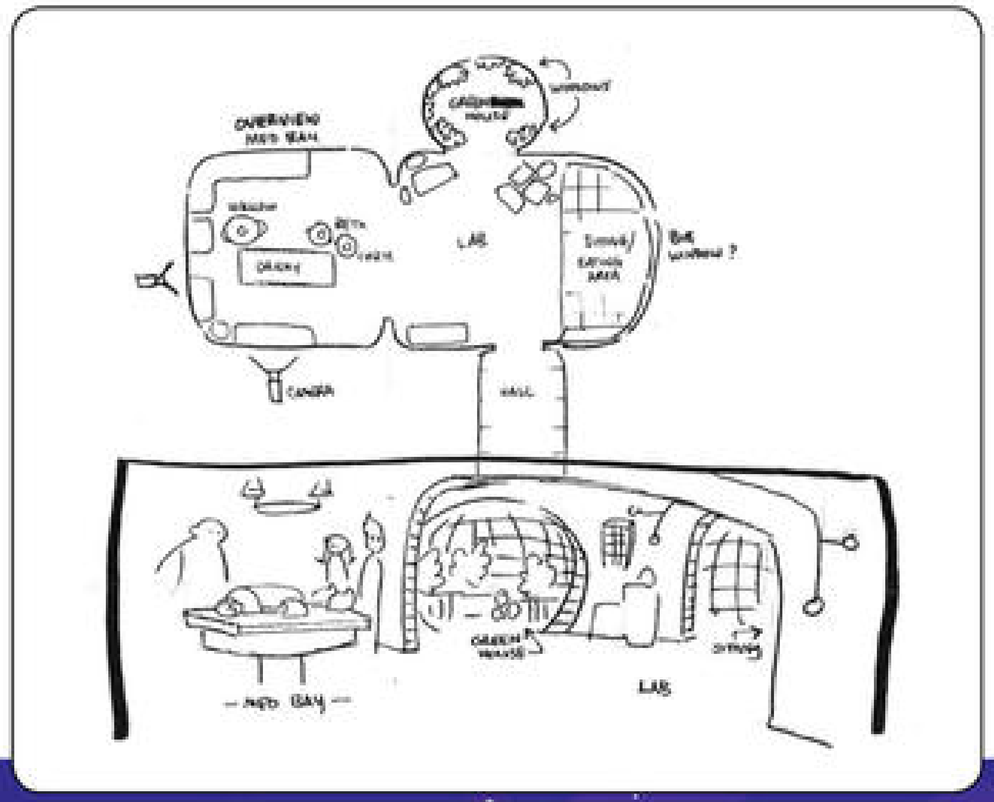


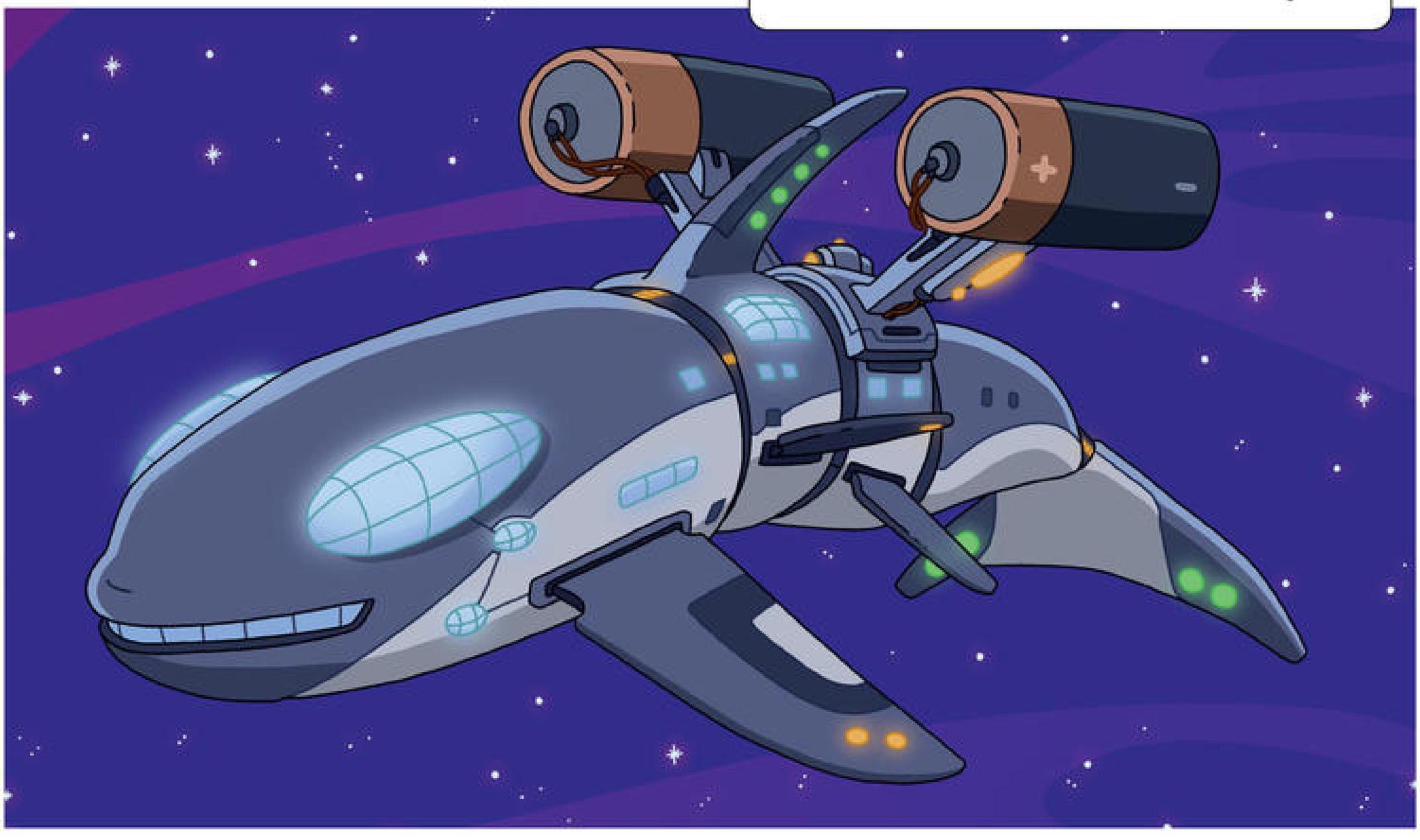
Chris's room. Complete with spacious bay window where old future dudes can watch him drift to sleep.

SPACE WHALE

Your mom's minivan, with more safety features and less supervision. She's a self-less gal. When she gave birth in season four, the space whale had a back-up ship at the ready. Mom's be plannin'!



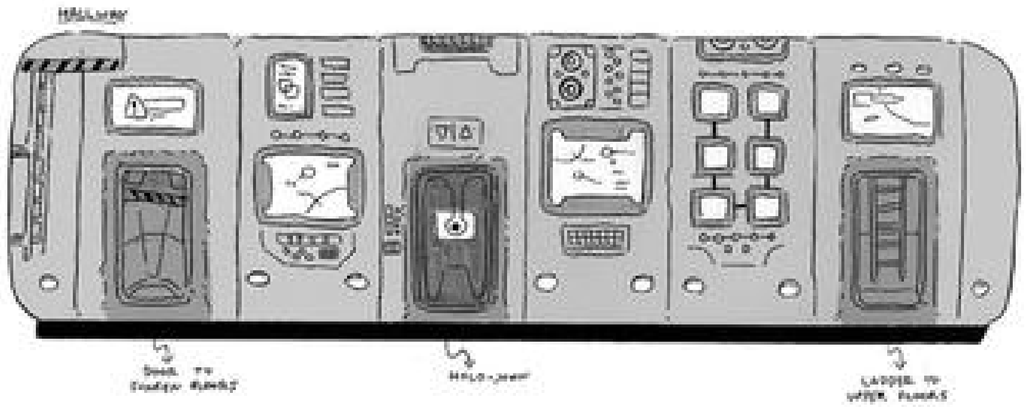


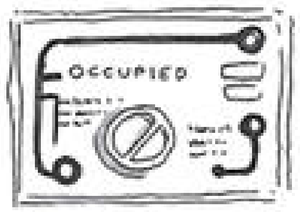


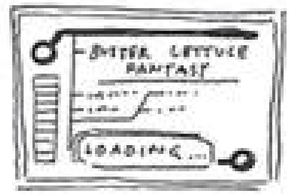
Interiors of the Space Whale. From top to bottom, control deck, control panels, and medical bay.

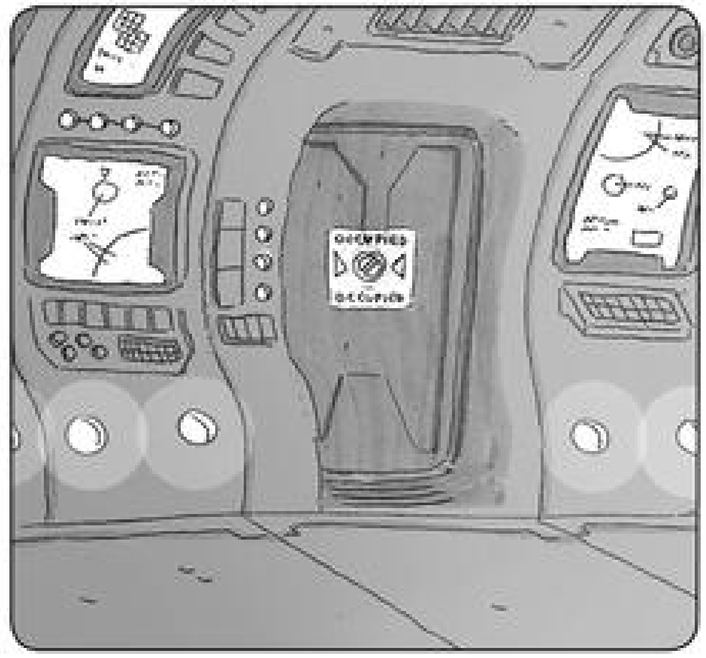
THE HOLOJOHN

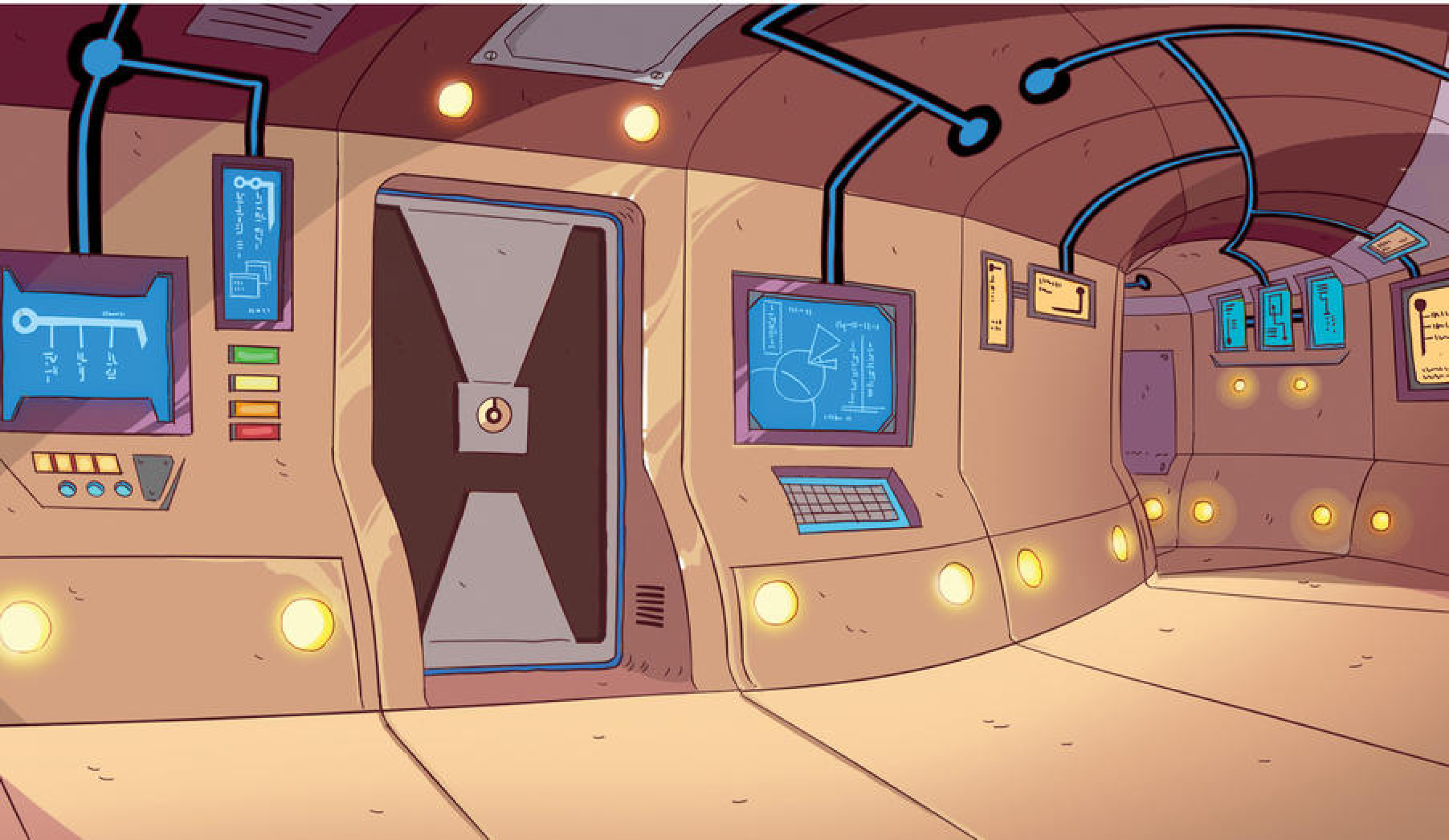
When you gotta go, you gotta go big or go home! You can mix any metaphor your little butt desires in the holojohn. Seat's warm! (because it memorized your ideal thermal setting).

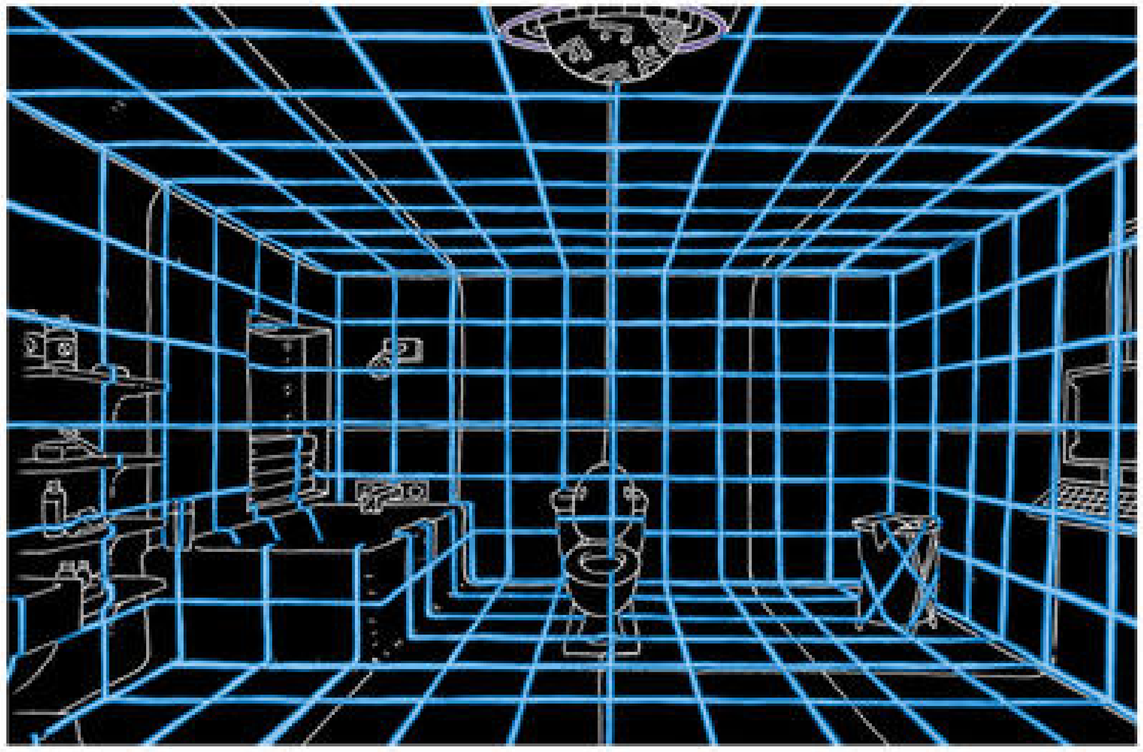


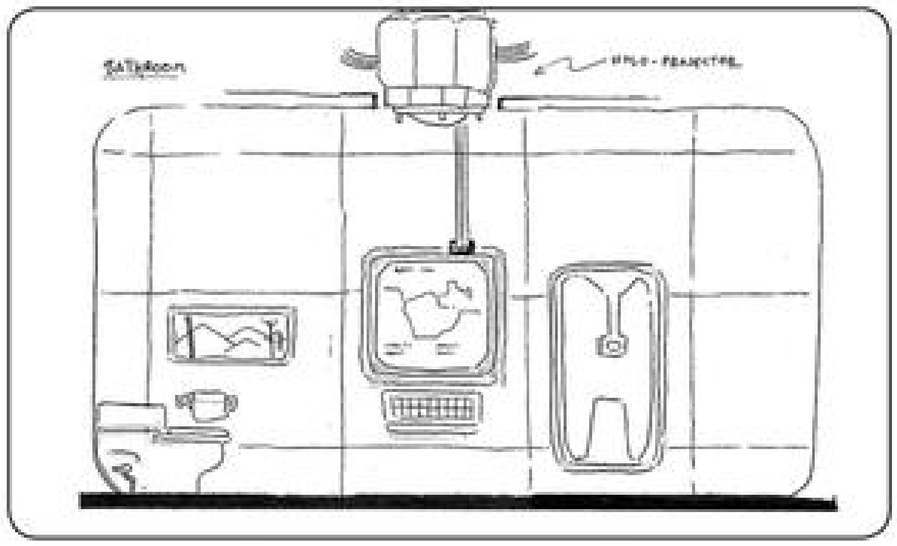


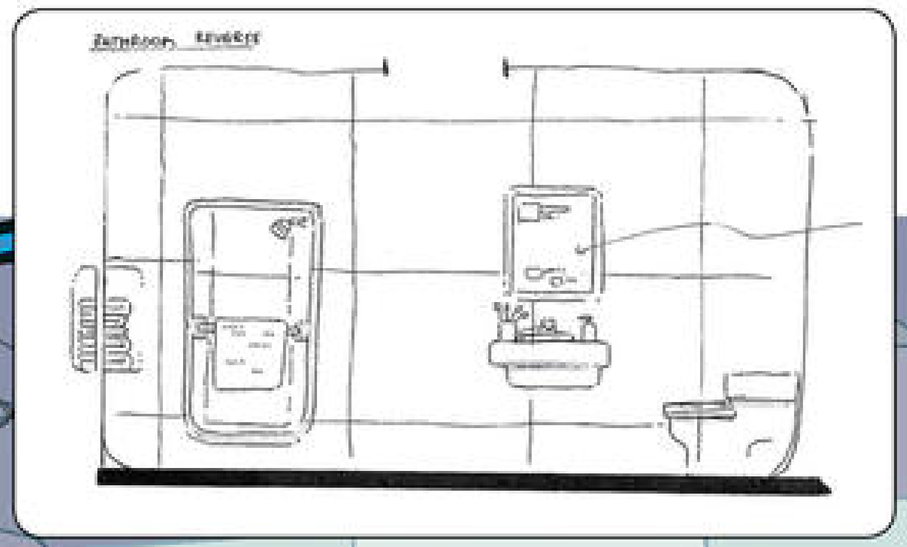




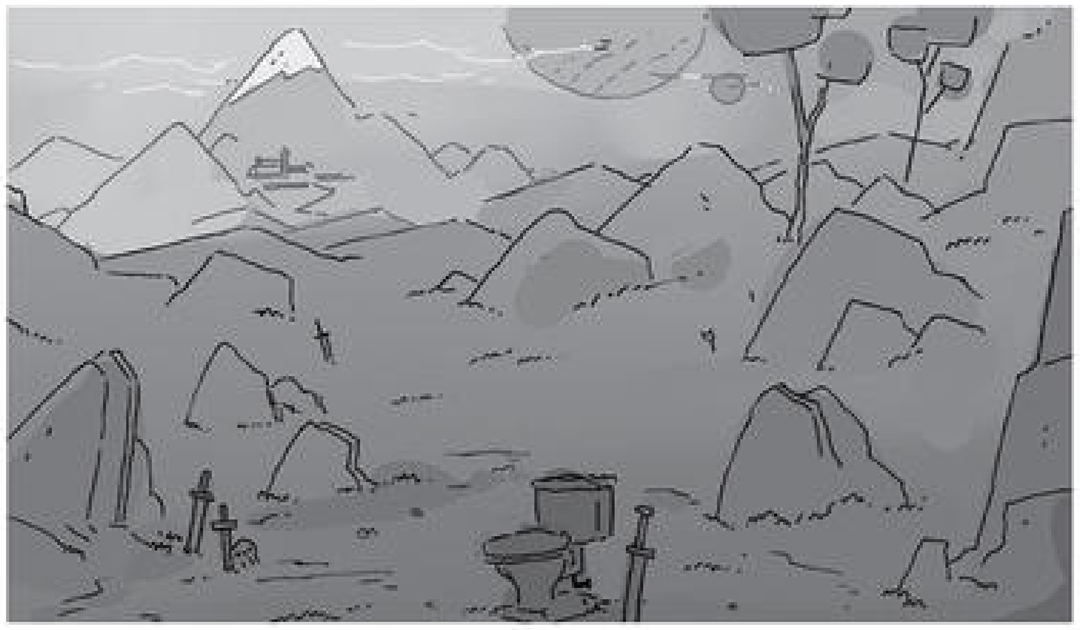


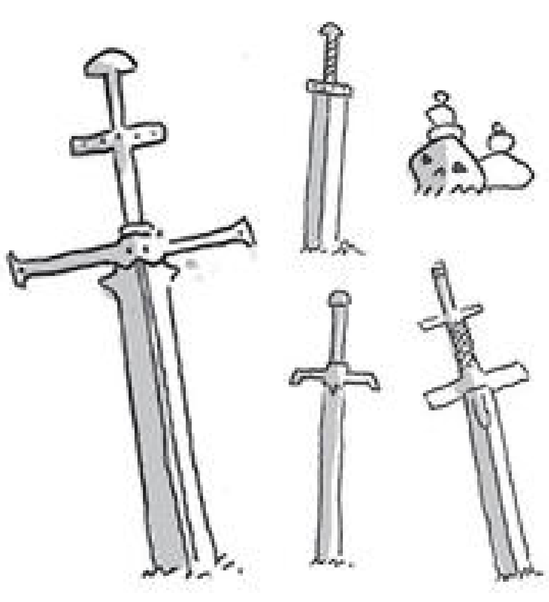


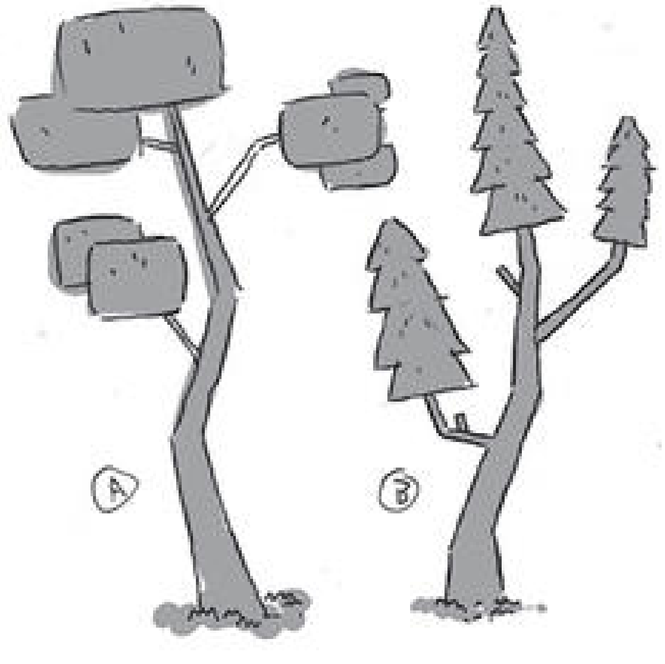




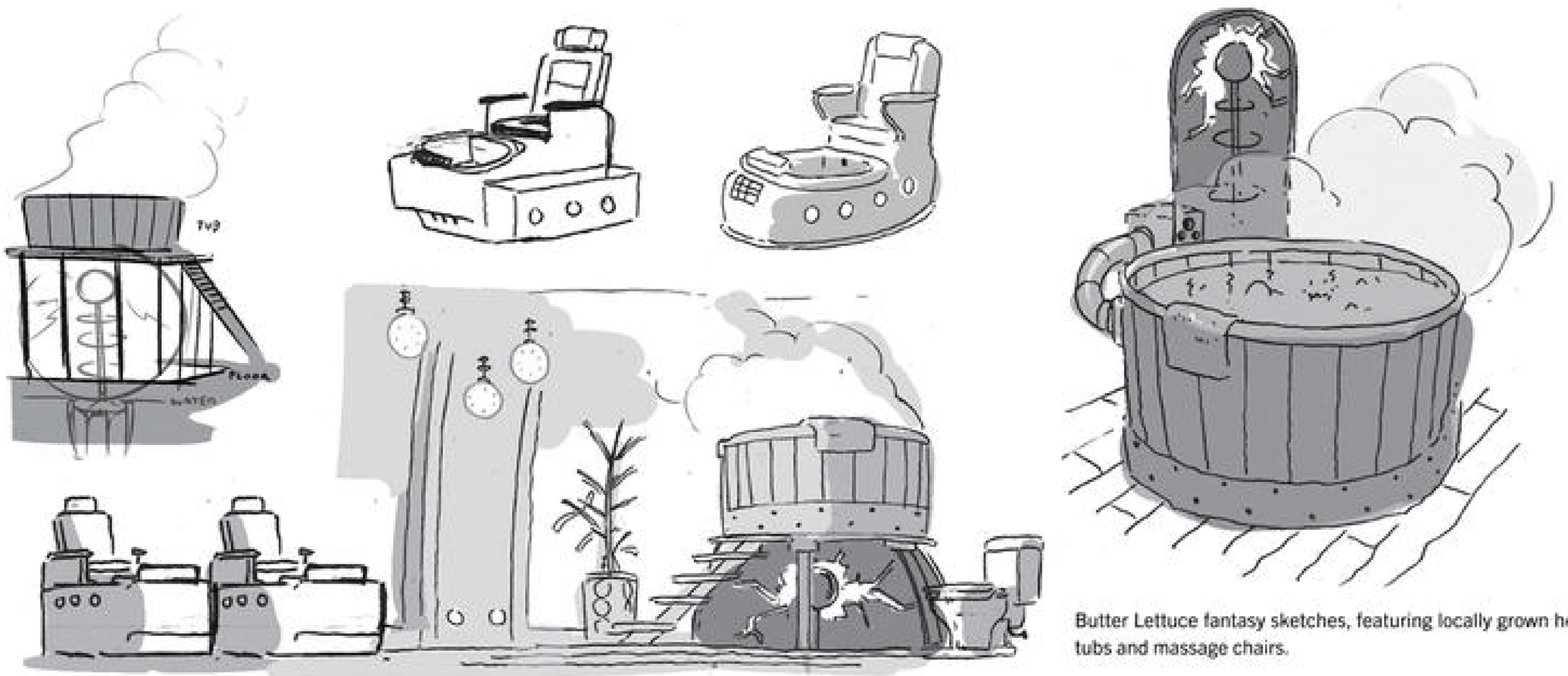
Concept sketches and various layout perspectives. Because it's such a versatile setting, the holojohn is frequently used in non-potty related scenes as well.



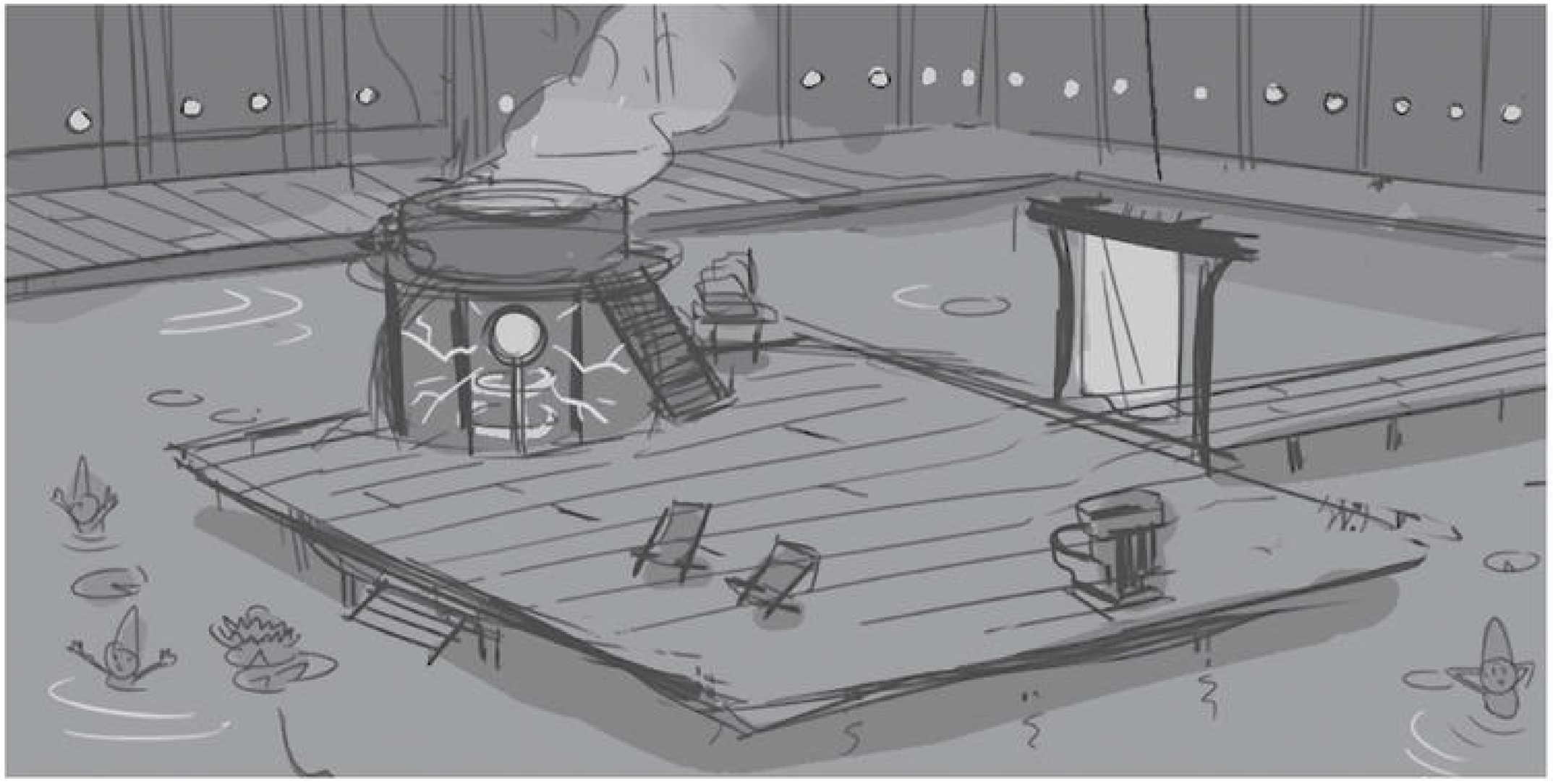




You can spot something as simple as a cloud and know it's a *Bravest Warriors* cloud. Romney Caswell contributed conceptual designs like skies, plants, and cityscapes.

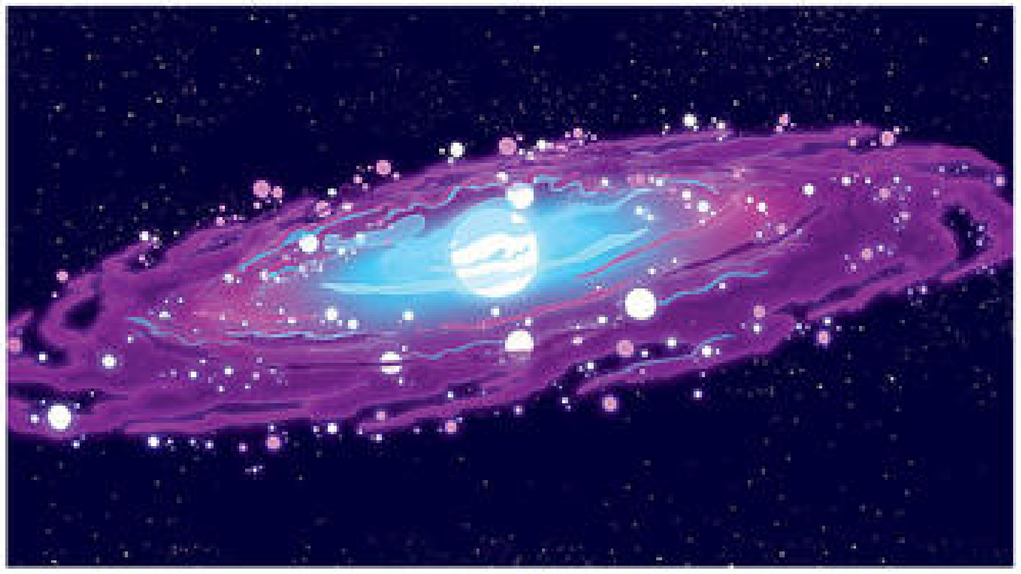


Butter Lettuce fantasy sketches, featuring locally grown hot tubs and massage chairs.

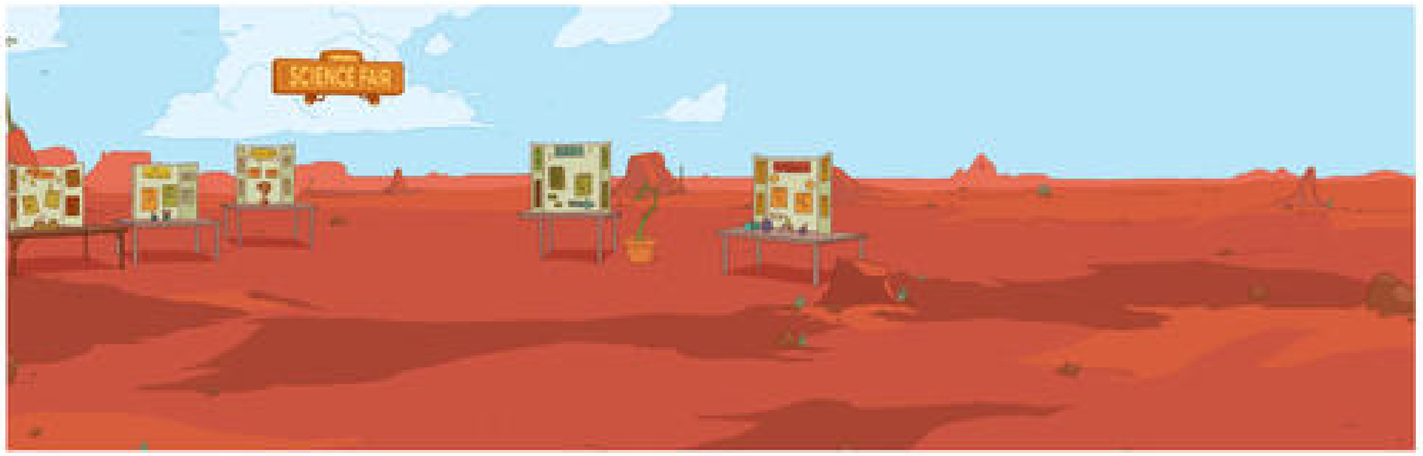


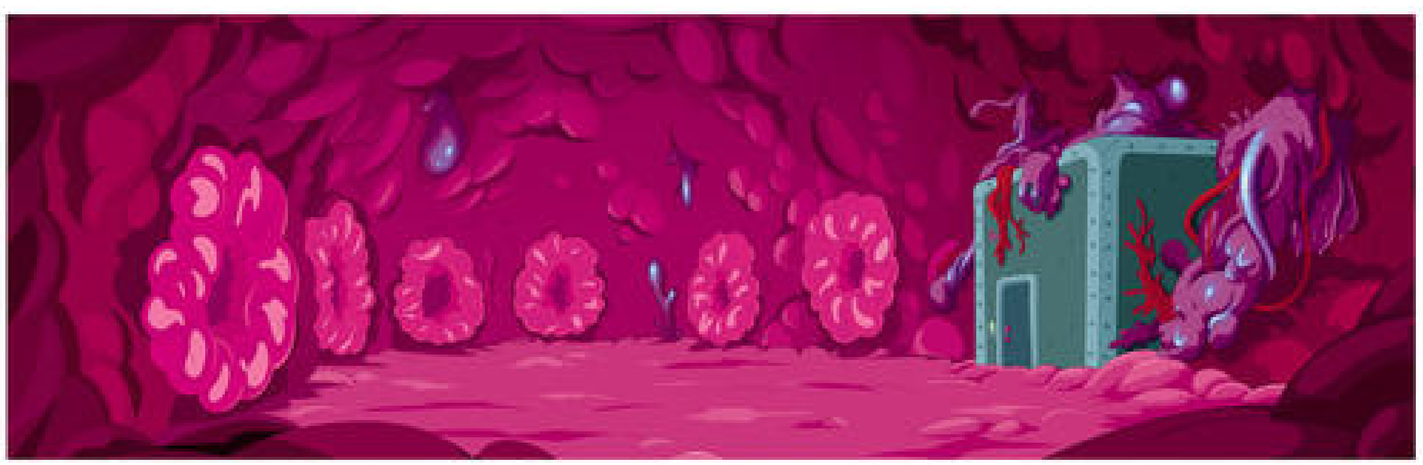
ALIEN WORLDS

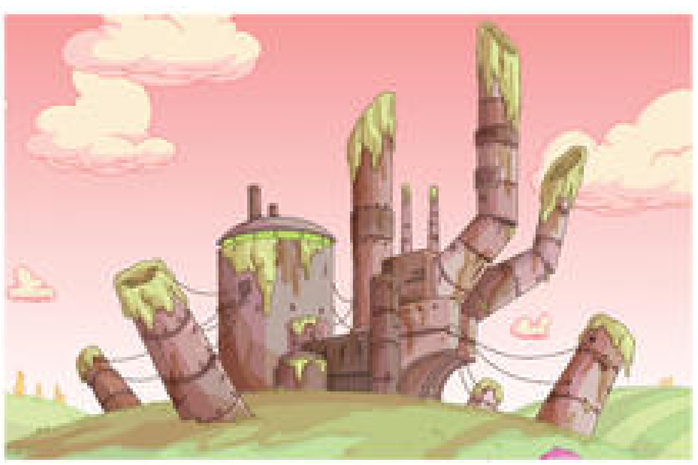
The inspiration and source material for *Bravest Warriors* locales are almost as diverse and wide-ranging as the planets themselves. A techno maze, and a Zion-like alien desert landscape (below).



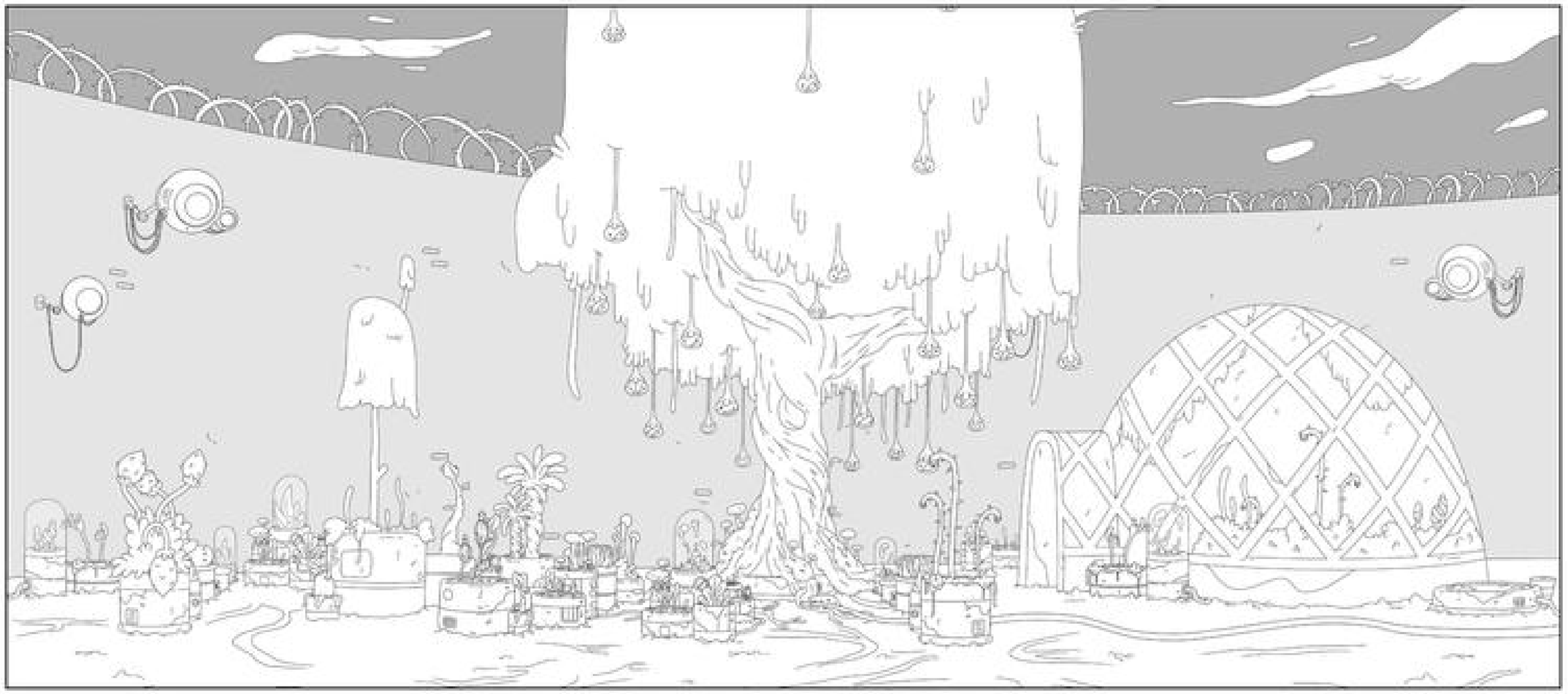
Electric pink background of Planet Dez Rez from episode 414a. Designed by Sasa Radosavcevic with color by Andrés Gutiérrez.

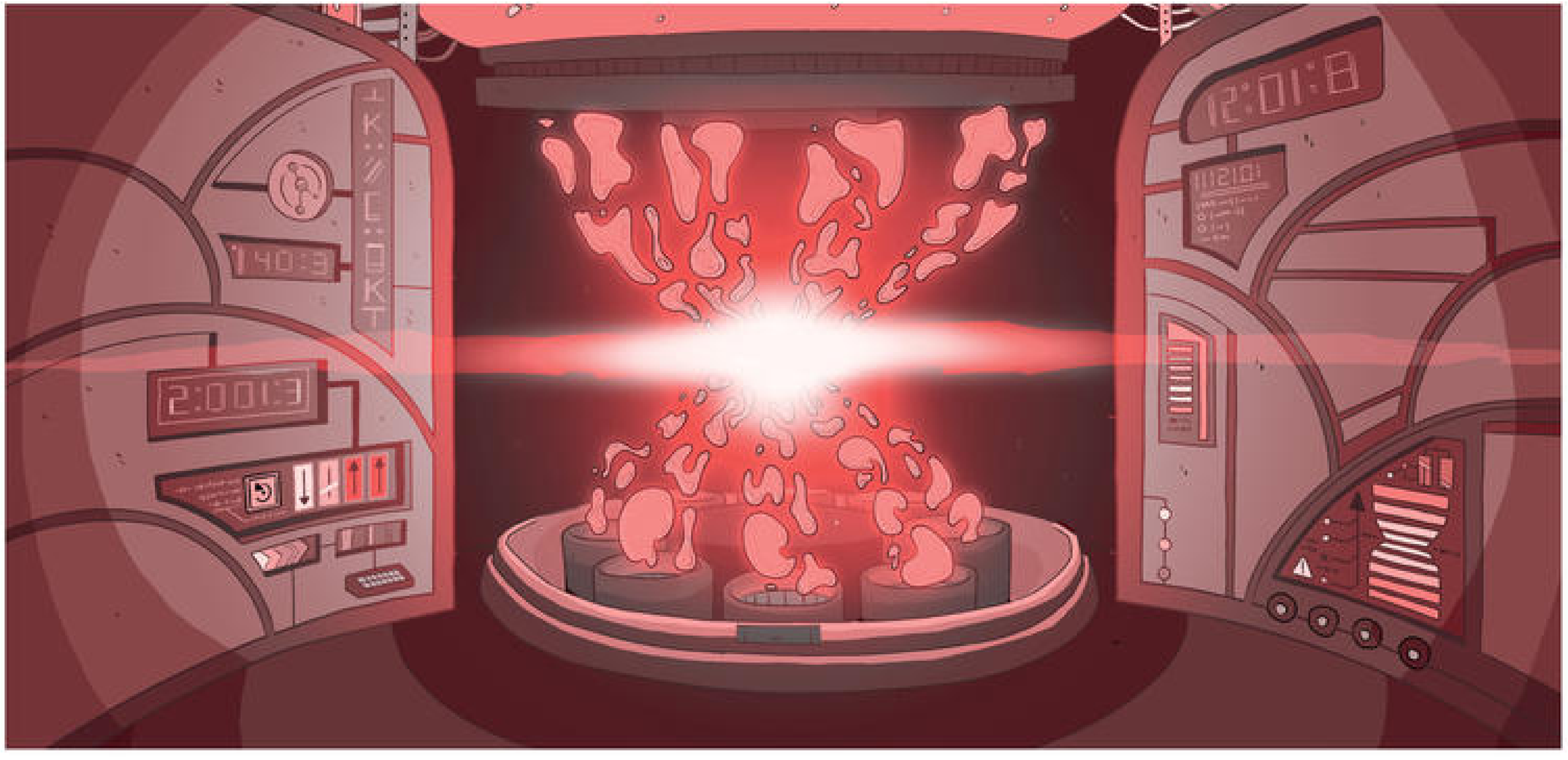


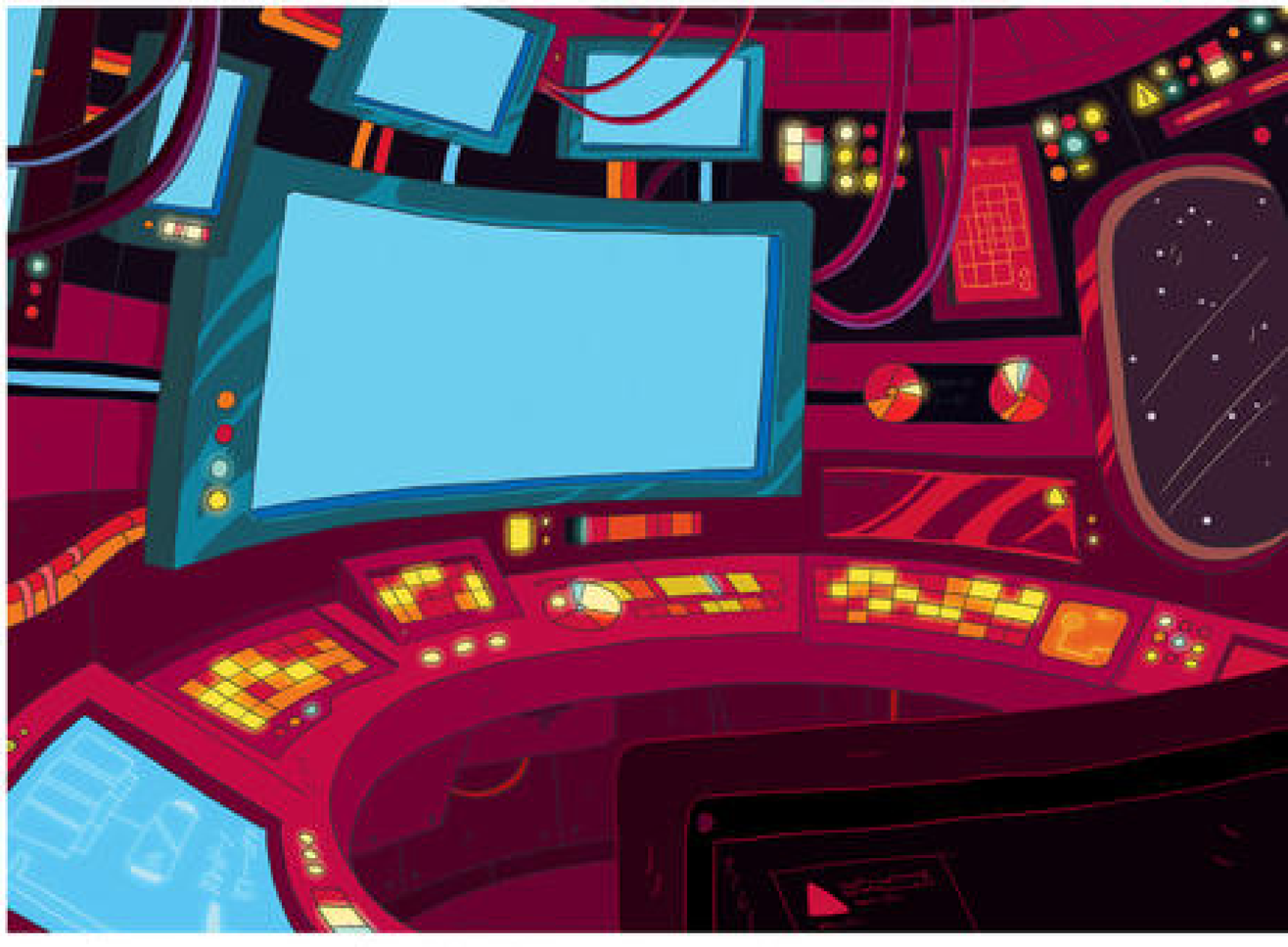




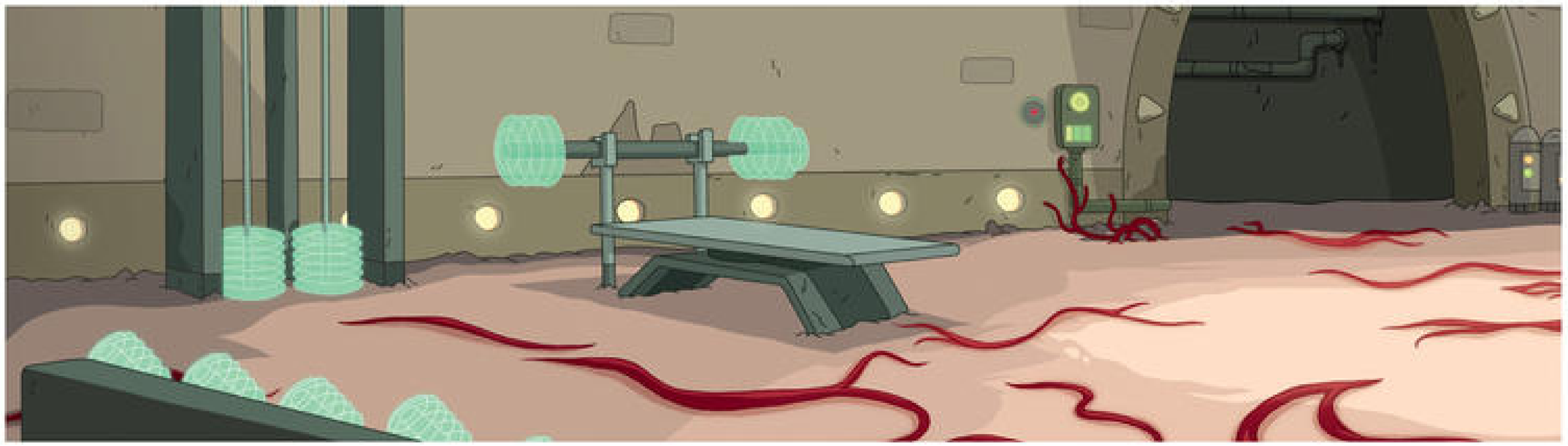
A stable of blue ribbon backgrounds. Some (like the Martian Badlands) are gnarly expansions of previously visited spots. Others, brand-gleeping new.

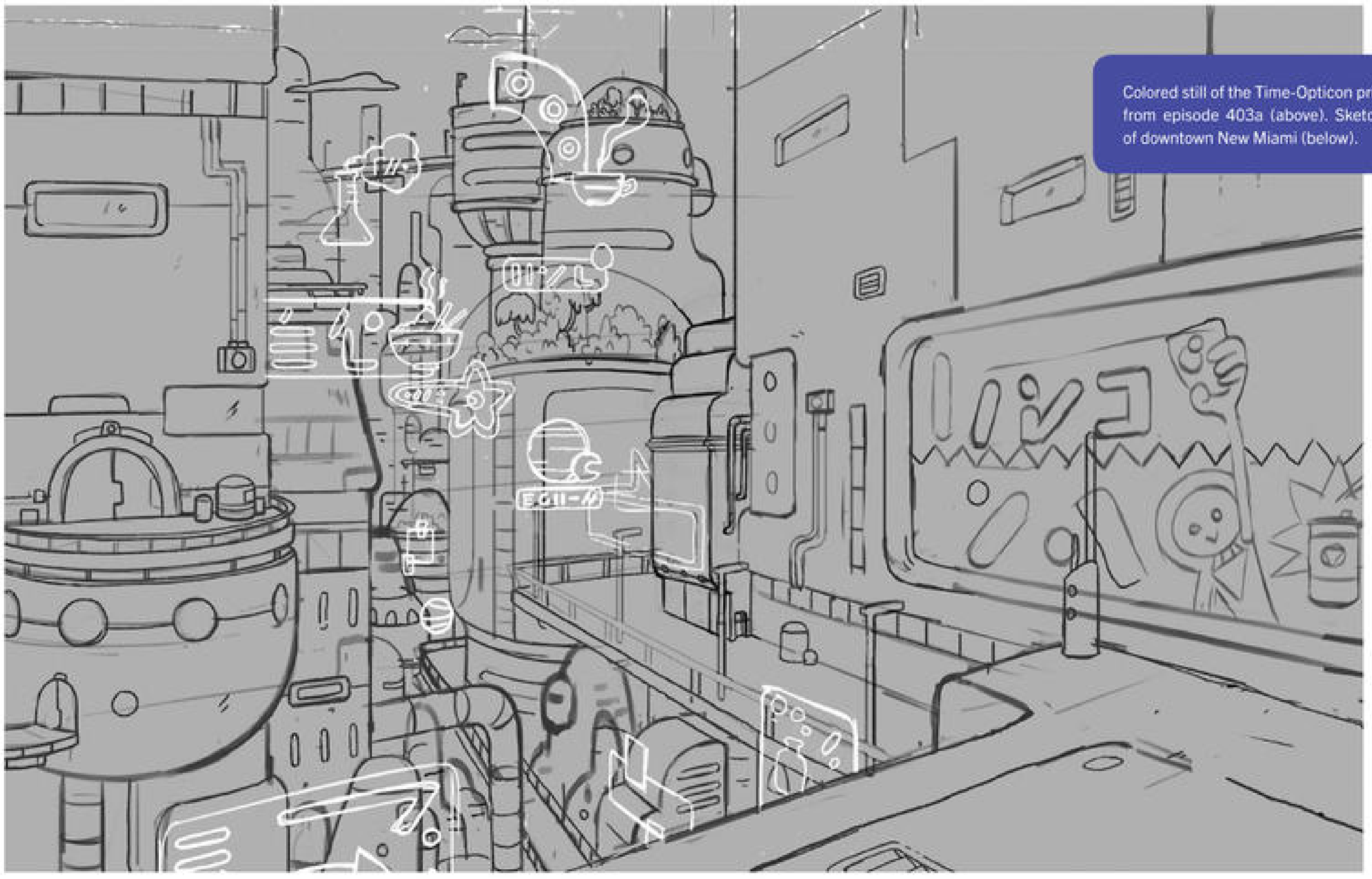




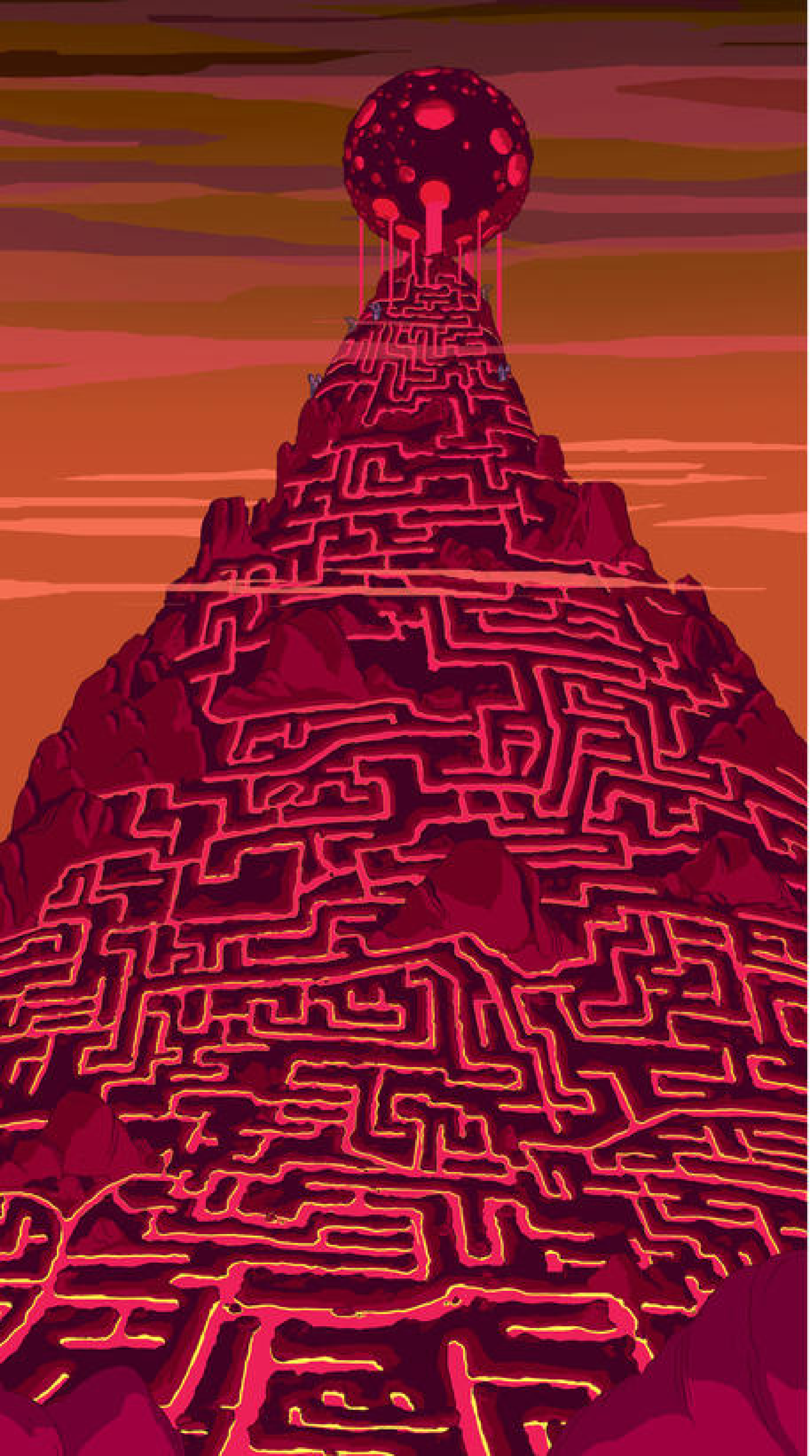


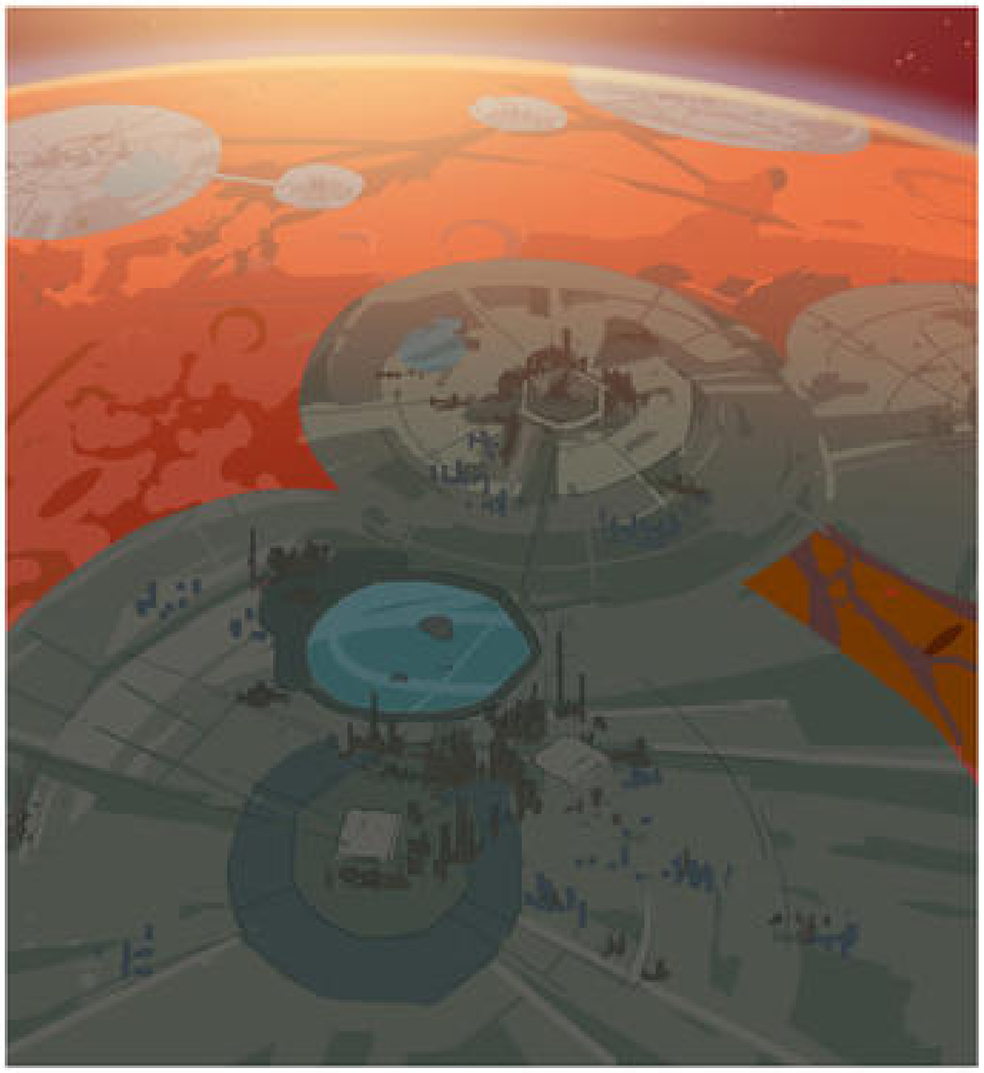
Colored stills from episode 105, "The Bunless" (above). In the top picture, Killrock and Chamsy transcend bun form, taking their love to the stratosphere.





Colored still of the Time-Opticon prison from episode 403a (above). Sketches of downtown New Miami (below).



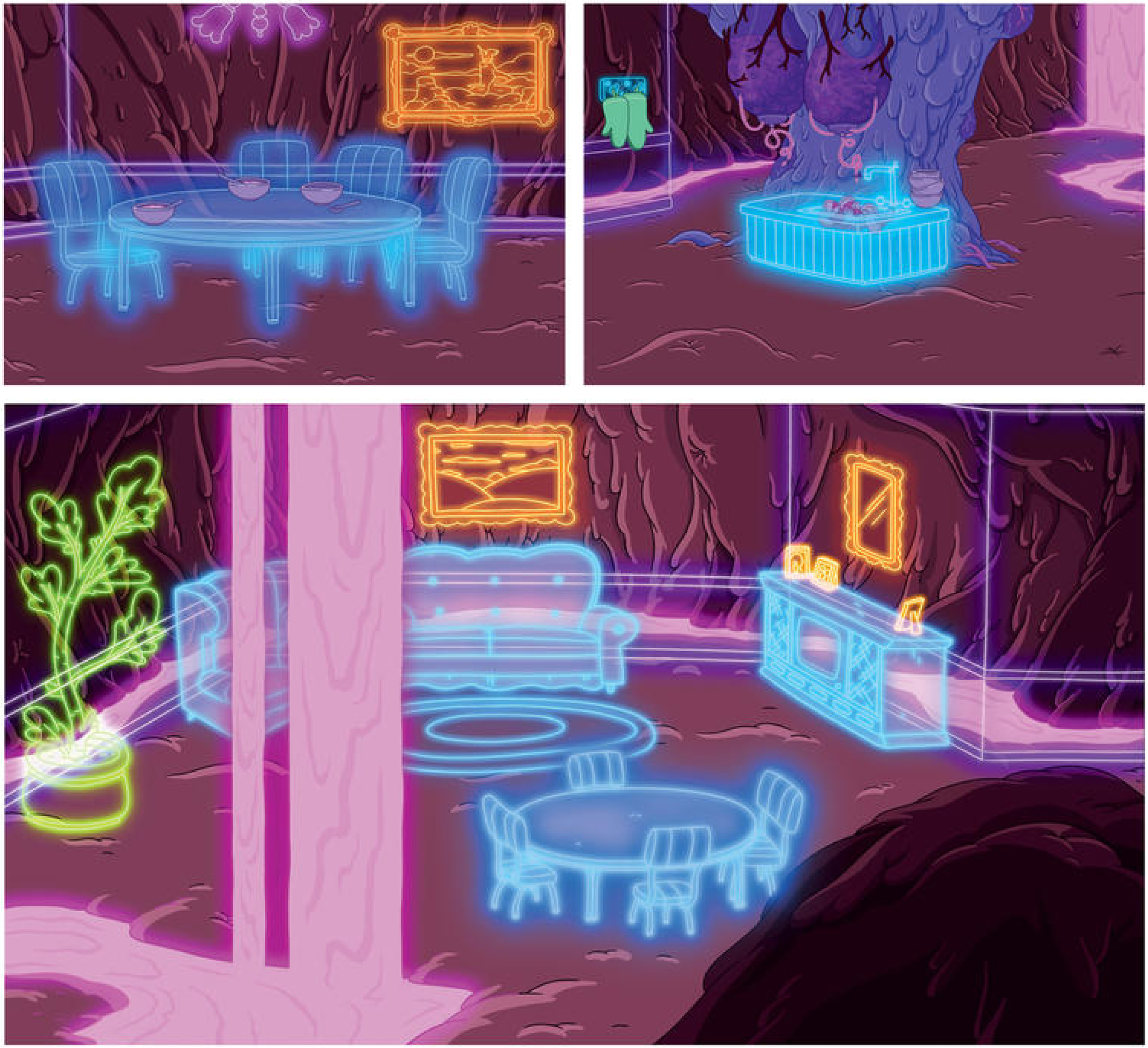


Advertising in the future is highly effective, as evidenced by the palette of hover fudge bars you unwittingly bought while reading this caption.

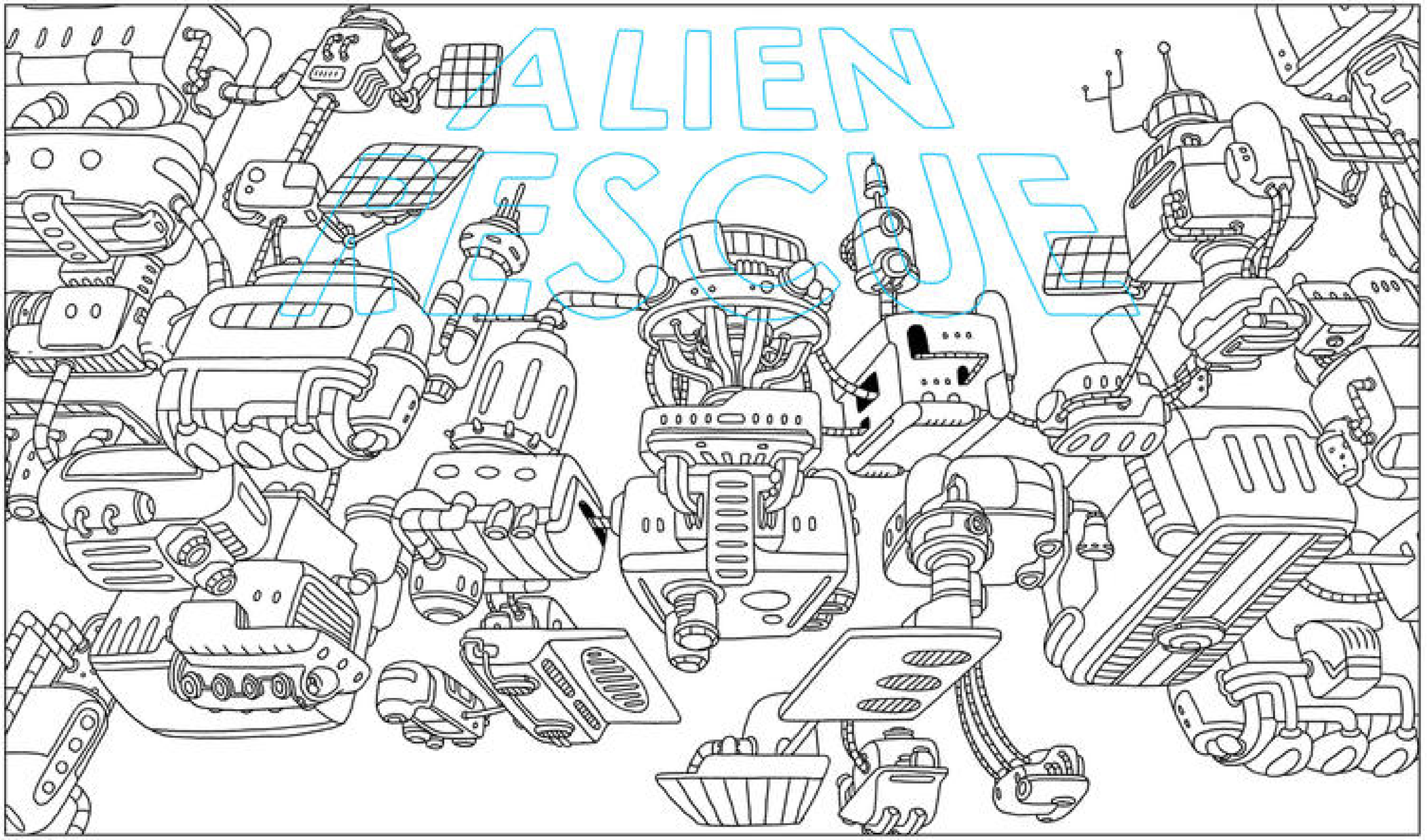
Though a "lost" episode, "Sugarbellies" didn't lose the *Bravest Warriors* signature nod to '80s pop culture. The piano puzzle was inspired by the iconic scene from *The Goonies*.

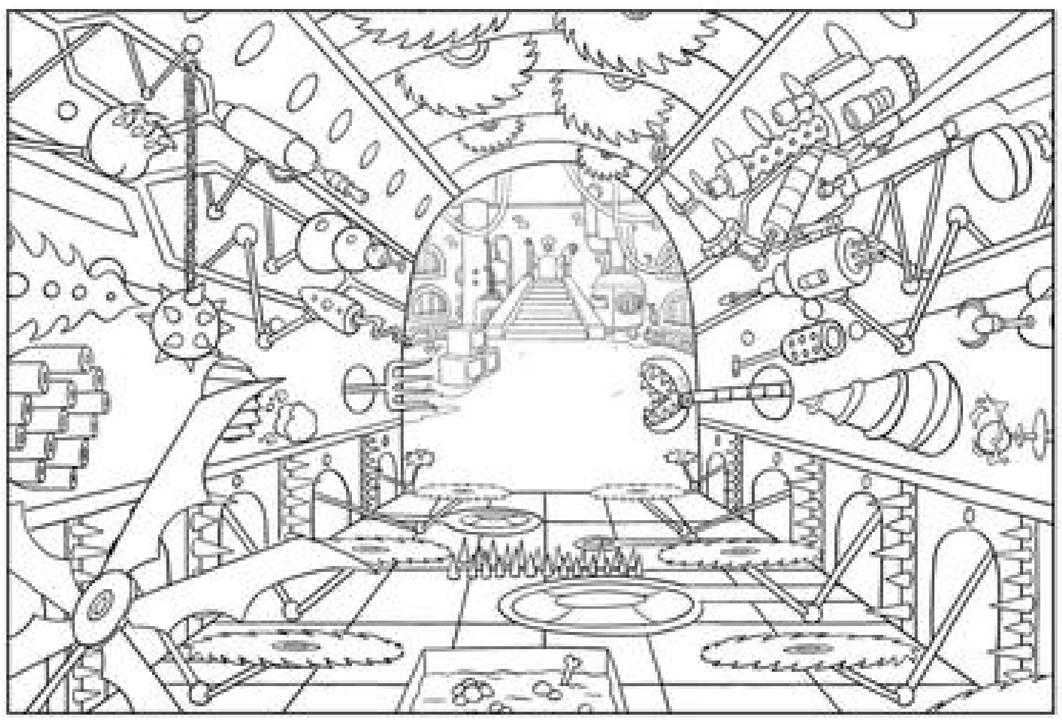
The neon glow, the reflective rain, and the frequency of night scenes in New Miami pays homage to the future Los Angeles depicted in *Blade Runner*.

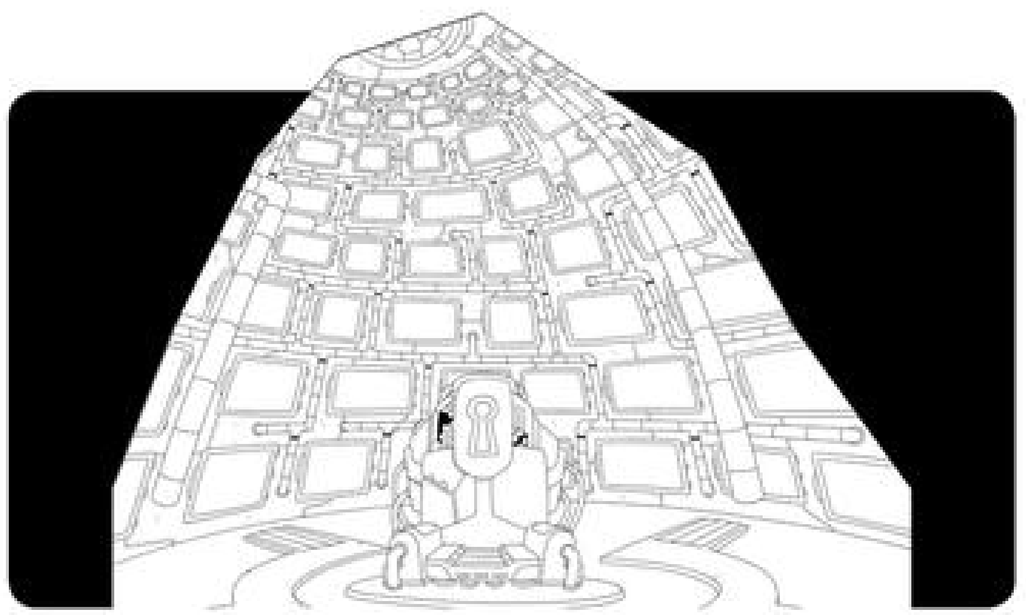
CEREAL
BAR



Colored stills from episode 201, "Aeon Worm" (above). The hologram touches give the den of deranged cult followers a much needy homey feel.

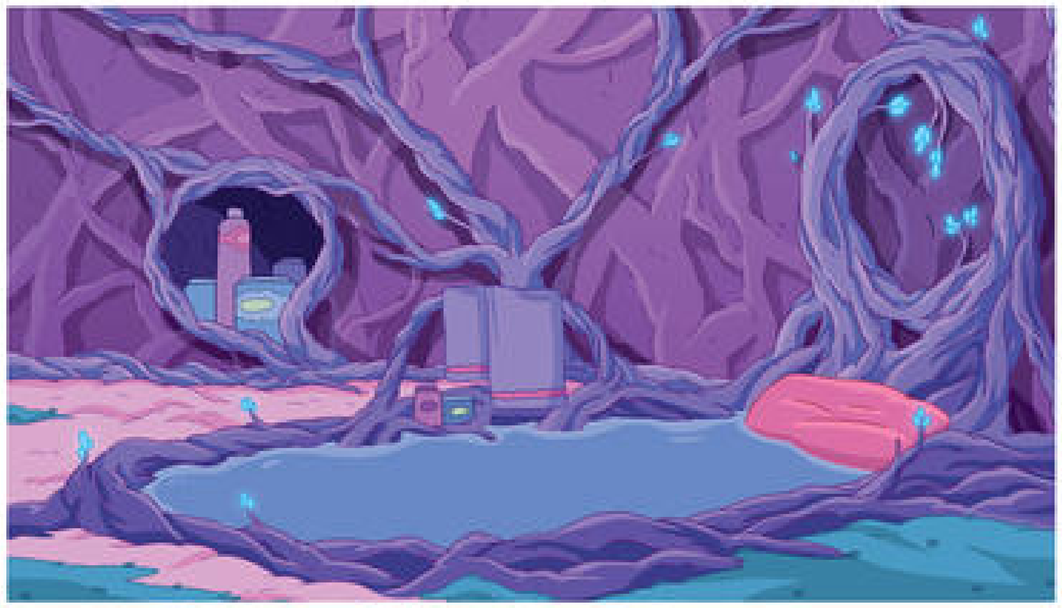


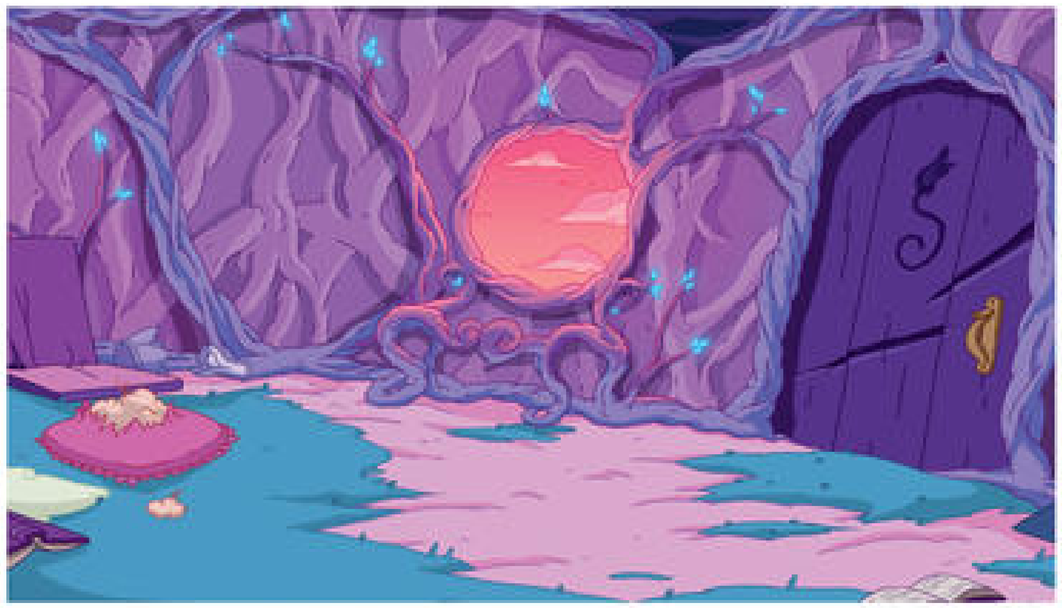




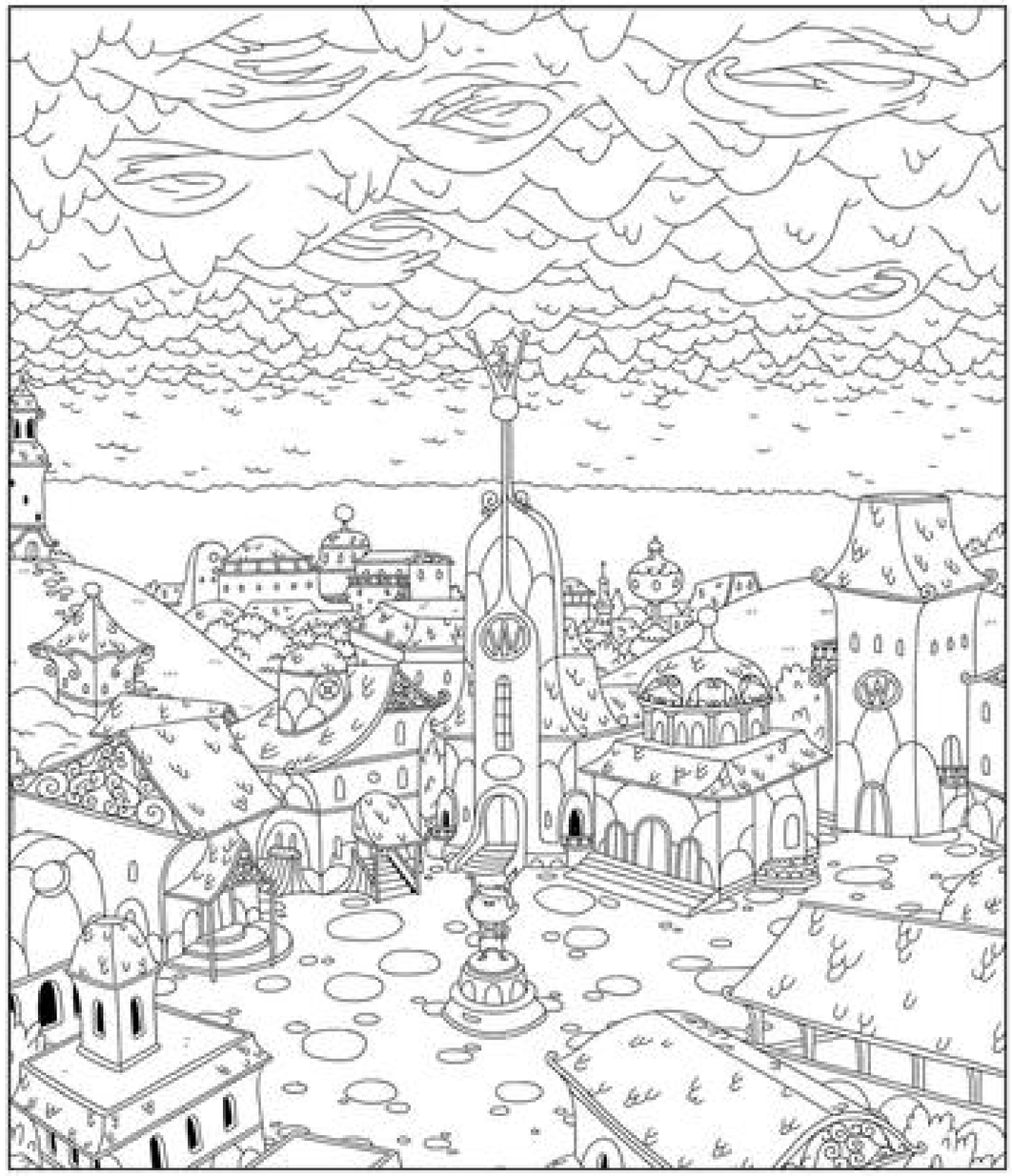
Black and white clean-up designs from episode 203, "Mexican Touchdown." The backdrop is meant to resemble a dog pound, with kennels for incarcerating cuties.

Celestial daylight bathes Mirvadha (Plum's home planet) in an affluent glow. Color by Mira Crowell.



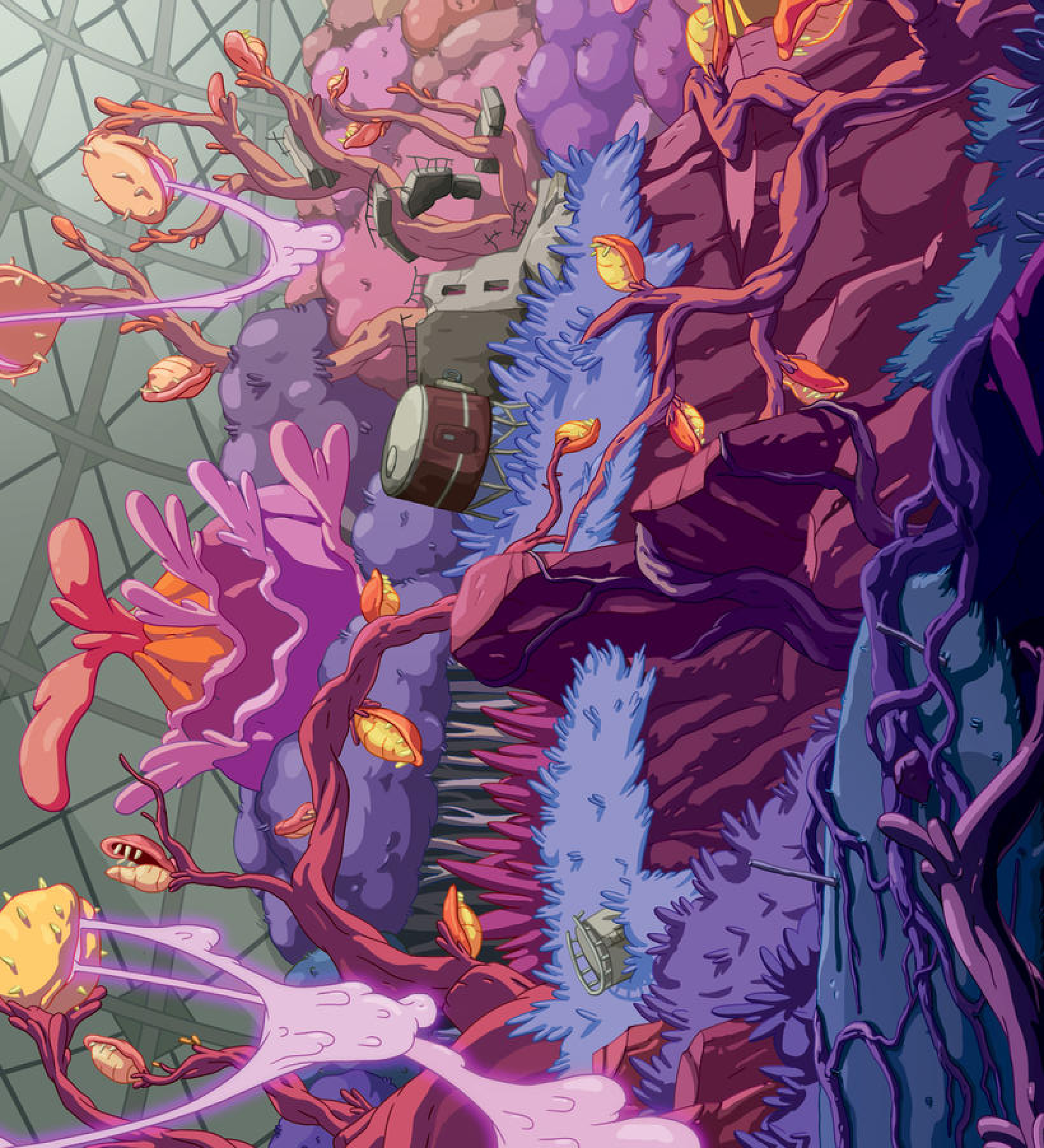


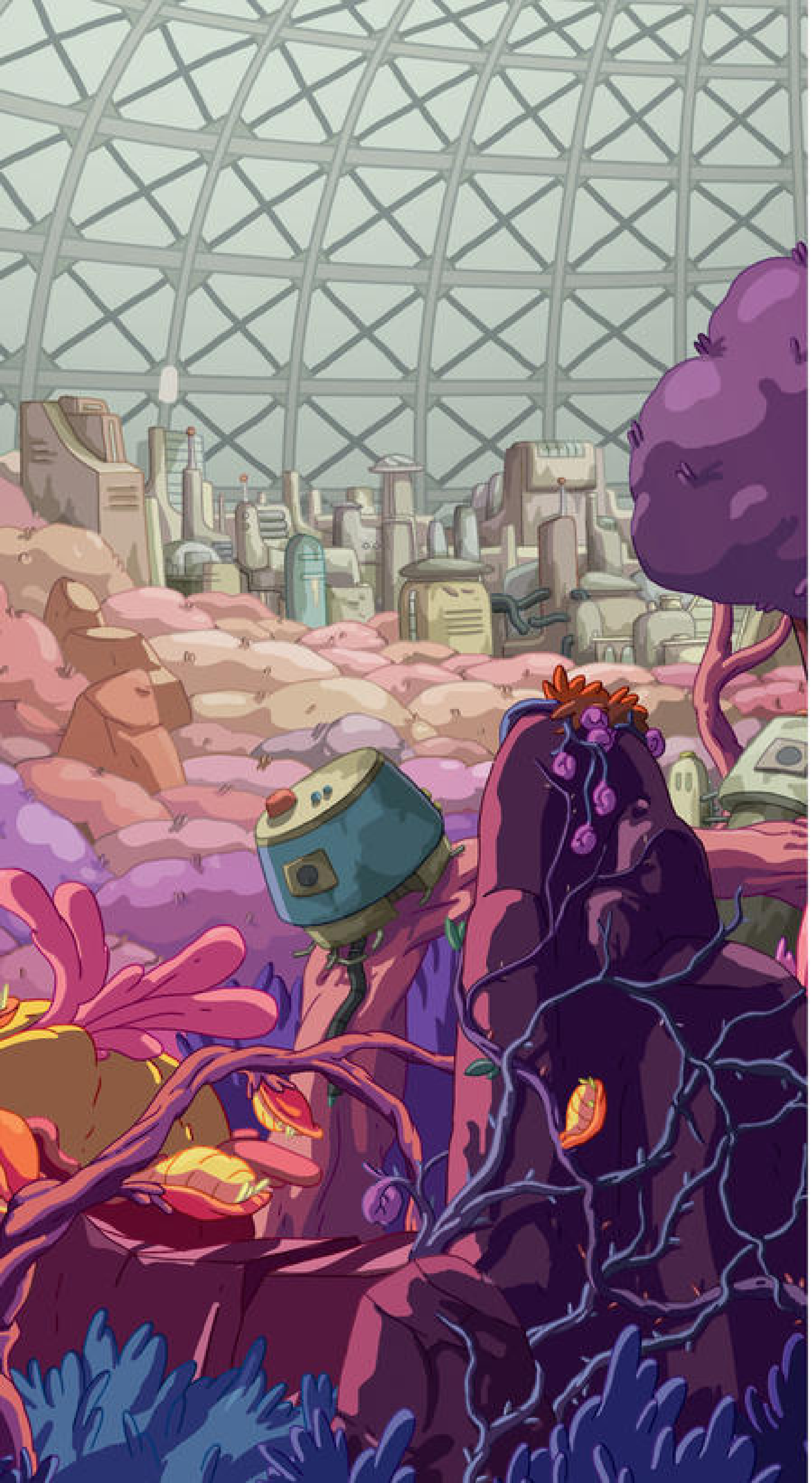
Final color designs from episode 208, "Merewif Tag," of Plum's room and town exteriors. The town has a provincial feel, a contrast to Plum's palatial home.

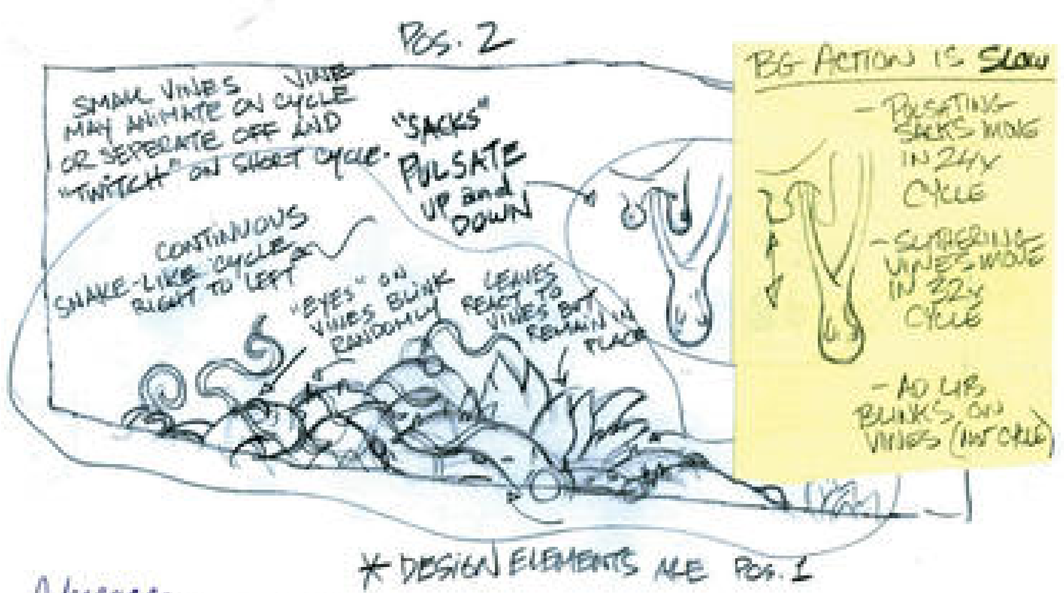


Completed color and black and white designs of Santee Major (based in the Tujunga System) from episode 207, "Catbug's Away Team." Lil' bug finally learned responsibility!

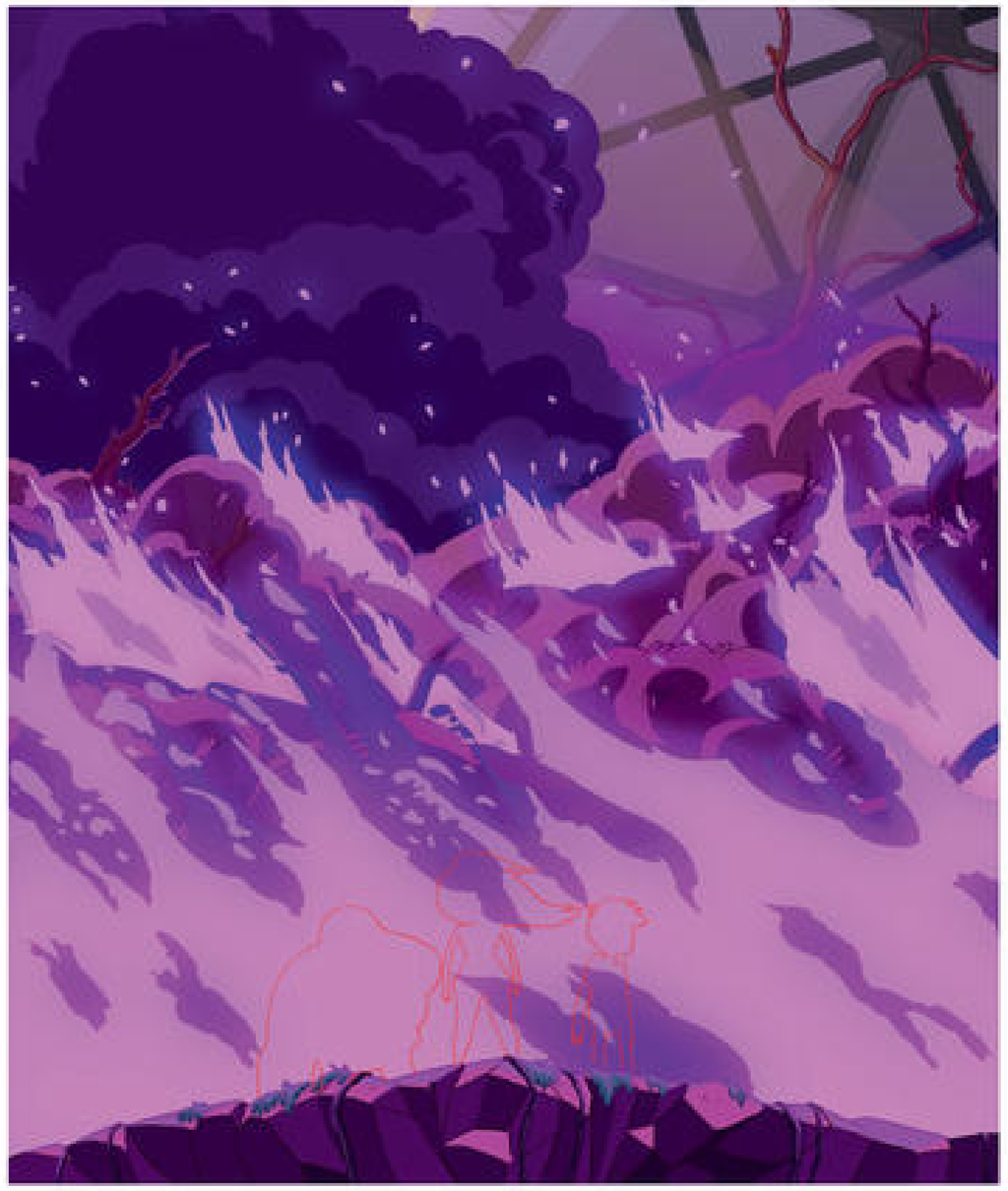
In this shot of the dimension garden, a squat impossiplant germinates, waiting for the funkadelic day it's a full grown impossibear.







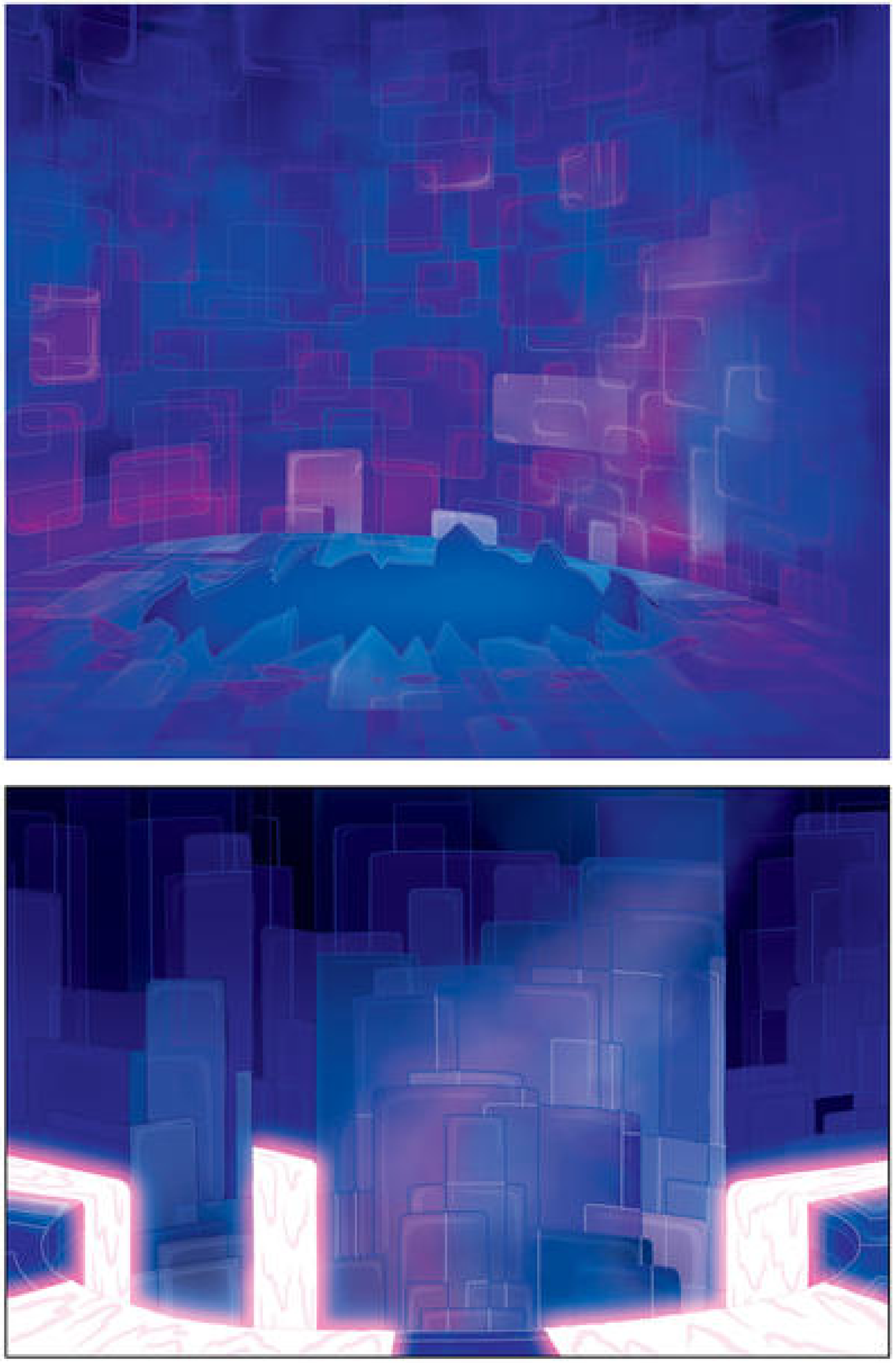
Reference
*SLITHERING VINES
*Pulsing sack plants

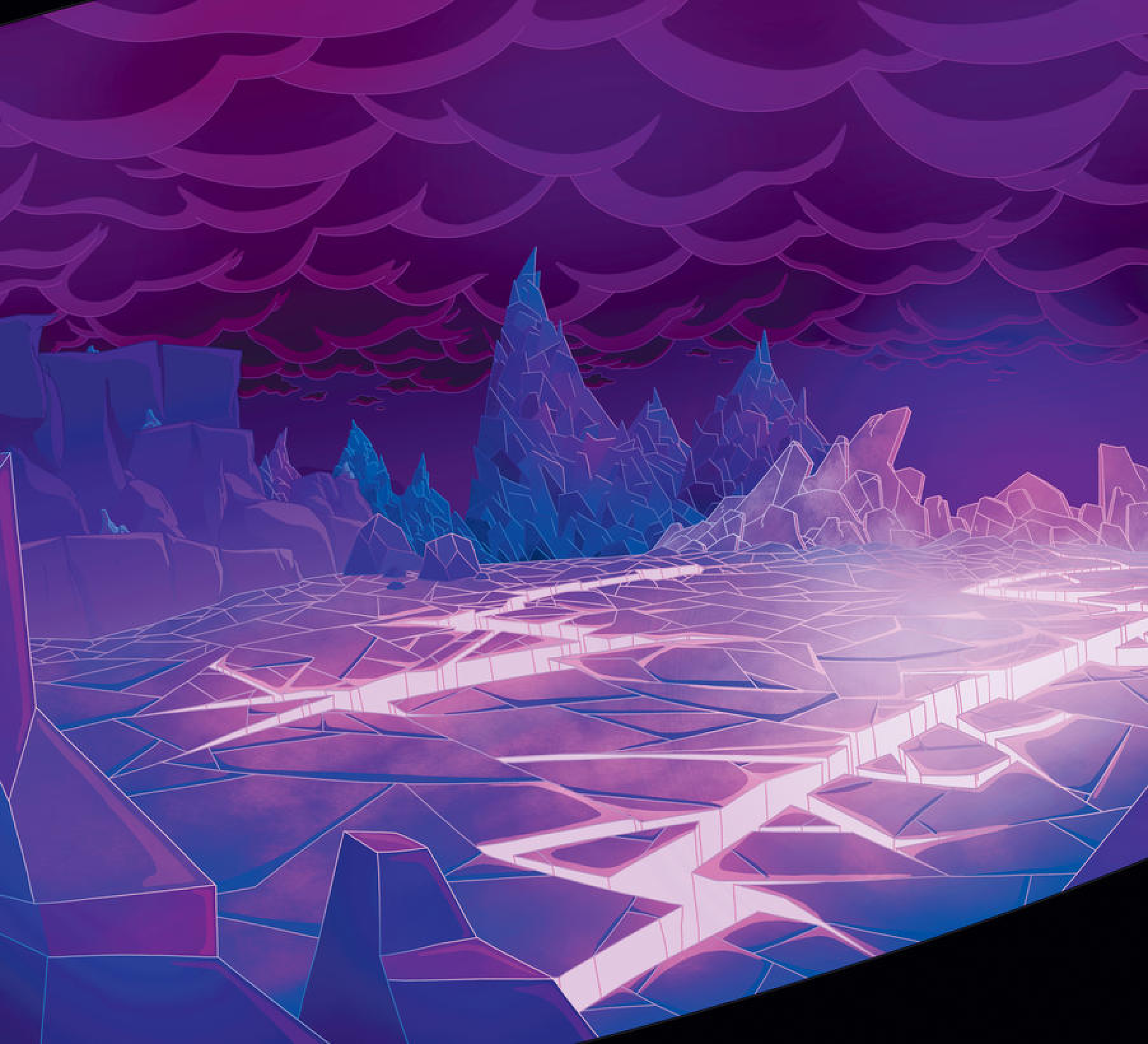


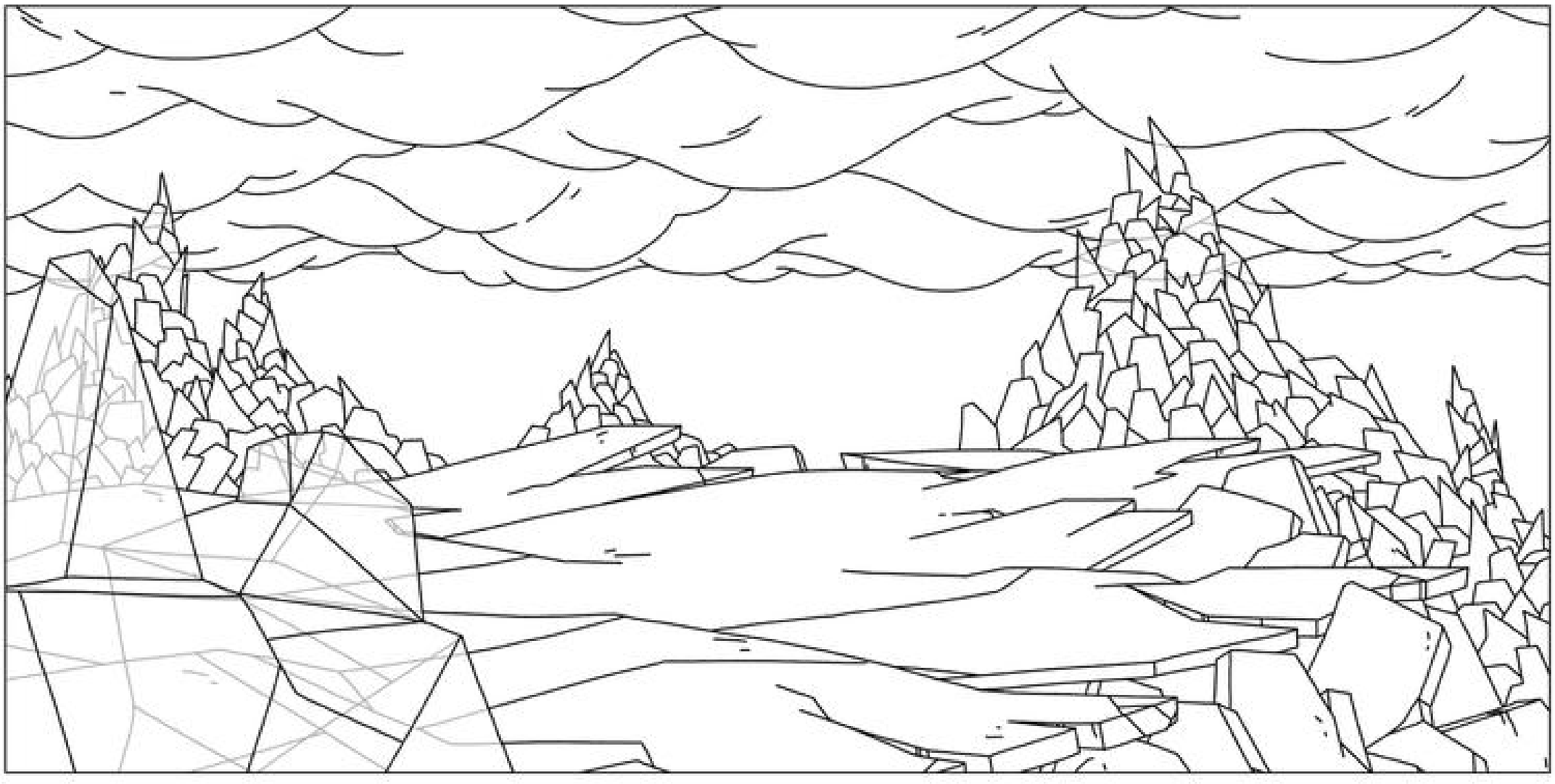
A flourishing dimension jungle, colored by Mira Crowell. The intense colors are amplified by the complex refraction of light within the glass dome.

THE SEE-THROUGH ZONE

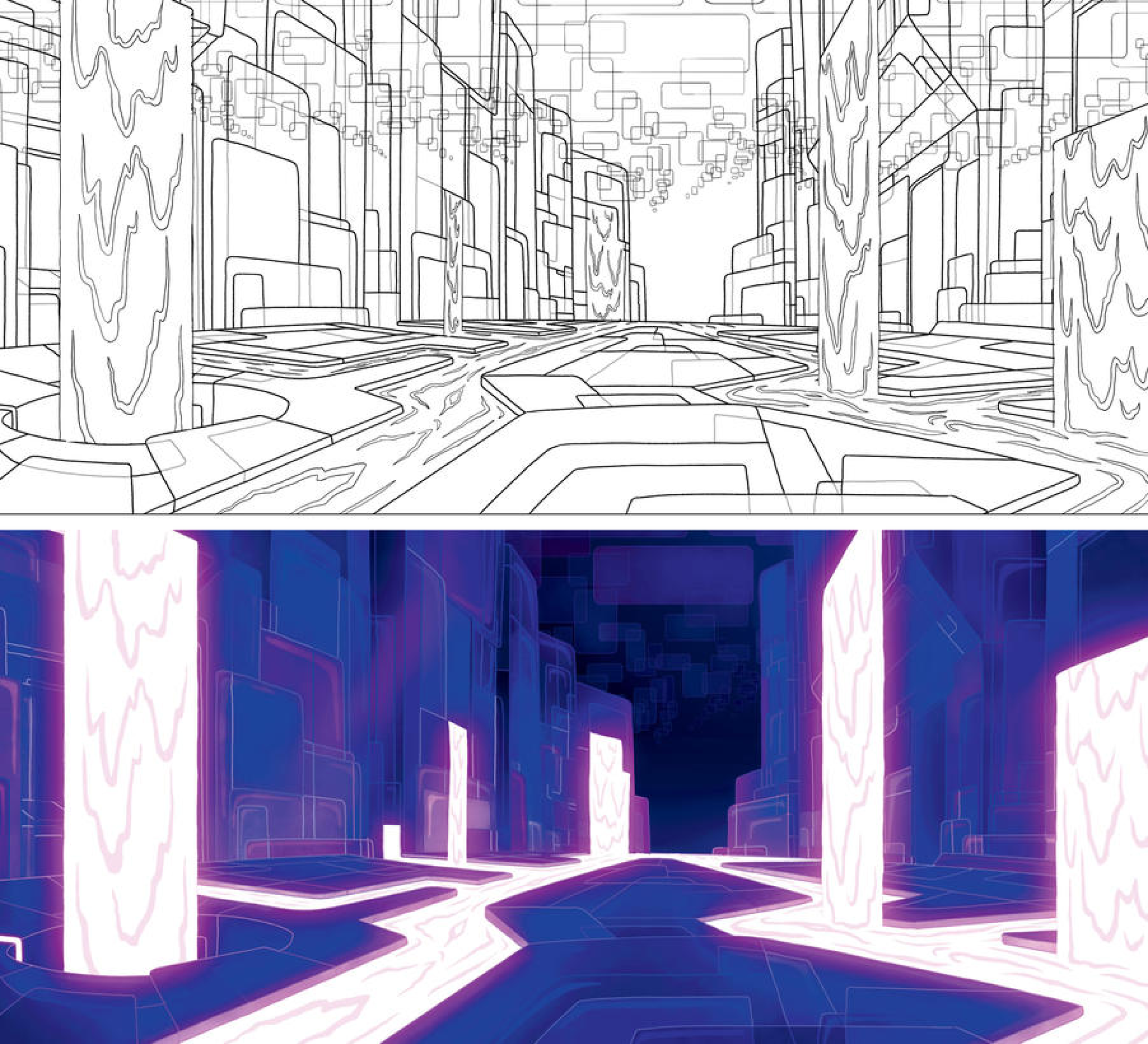
Where morality noogies virtual reality, The See-Through Zone holds all villains banished by The Courageous Battlers. In an act of lusty selfishness, Johnny Tezuka traps himself and his fellow battlers in the zone's pixelated pits.







These black and white layouts are almost as geometrically complex as the above completed color designs. The zone's glow beckons.



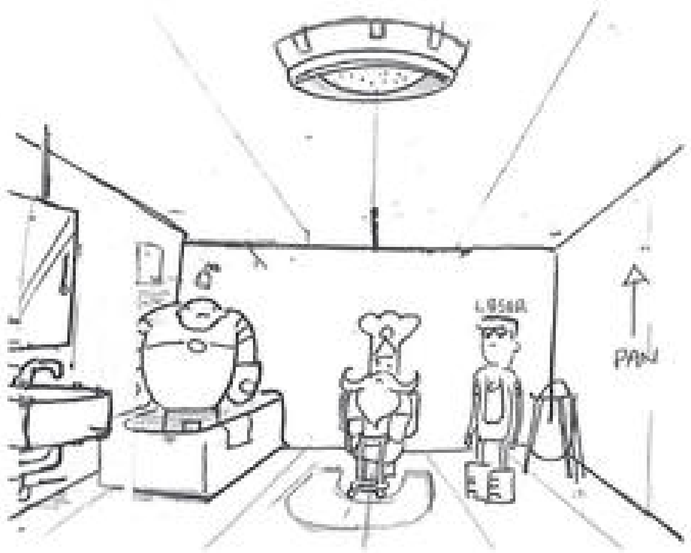
CHAPTER 5

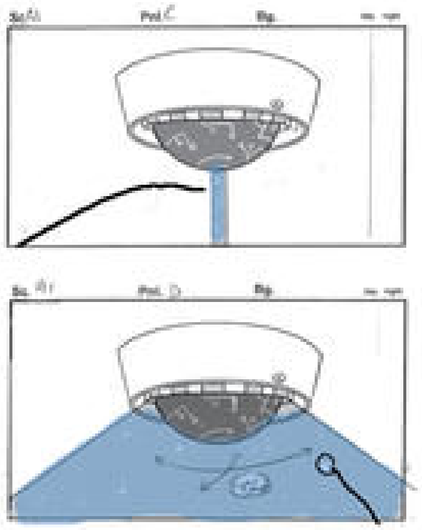
PRODUCTION

Before *Bravest Warriors* can transmit through the airwaves to your computer, tablet, television, or wrist comm, it goes through the calloused hands of no less than one hundred people. From script, to storyboard, to animatic, to record. Like a xenogrub gestating in its mother's womb, each episode of *Bravest Warriors* is lovingly incubated in production before gushing down the animation canal, entering the world screaming, slippery, and ready to be loved.

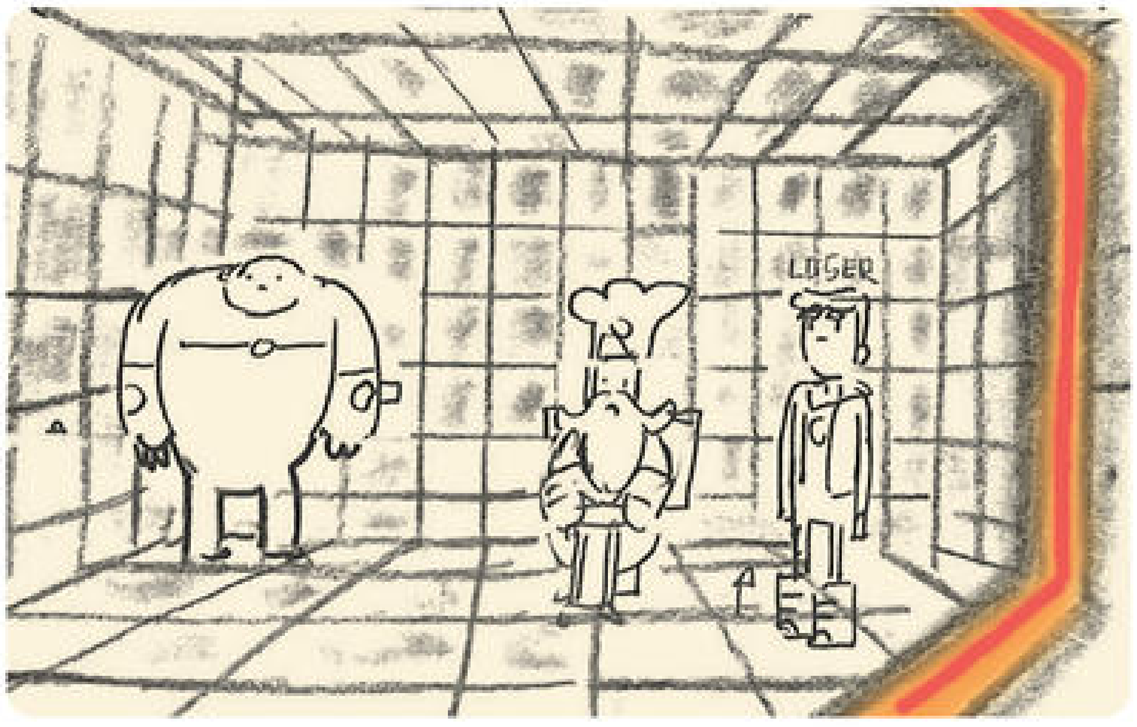
STORYBOARDS

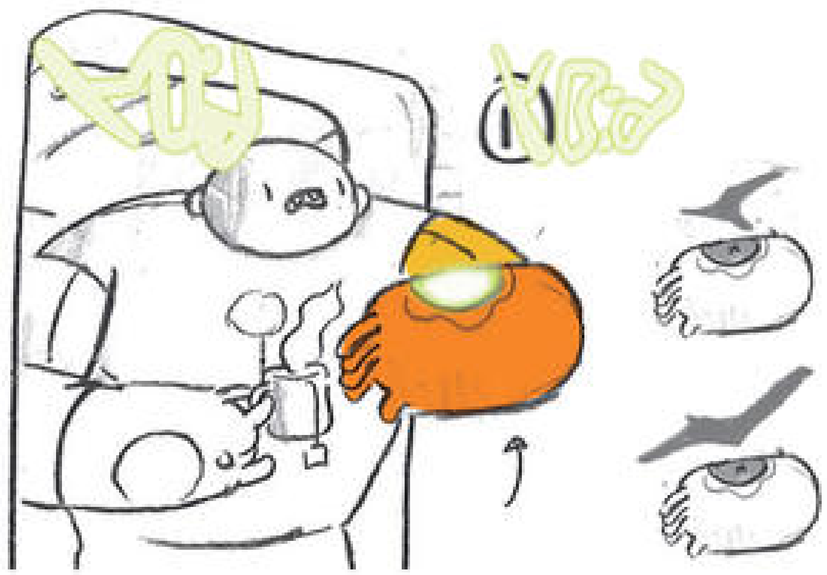
An entire story can be conveyed in one shot. Who's at the emotional core of the scene? What foreshadowing is the audience meant to grasp? How big should that fart be? These are the key questions hammered out in storyboards.



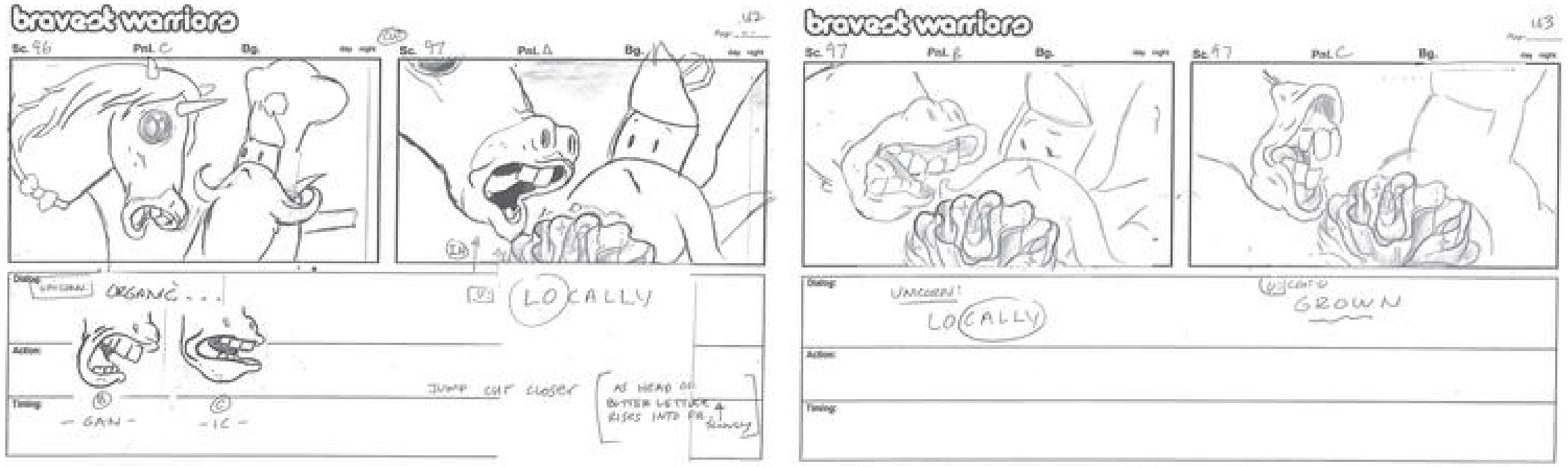


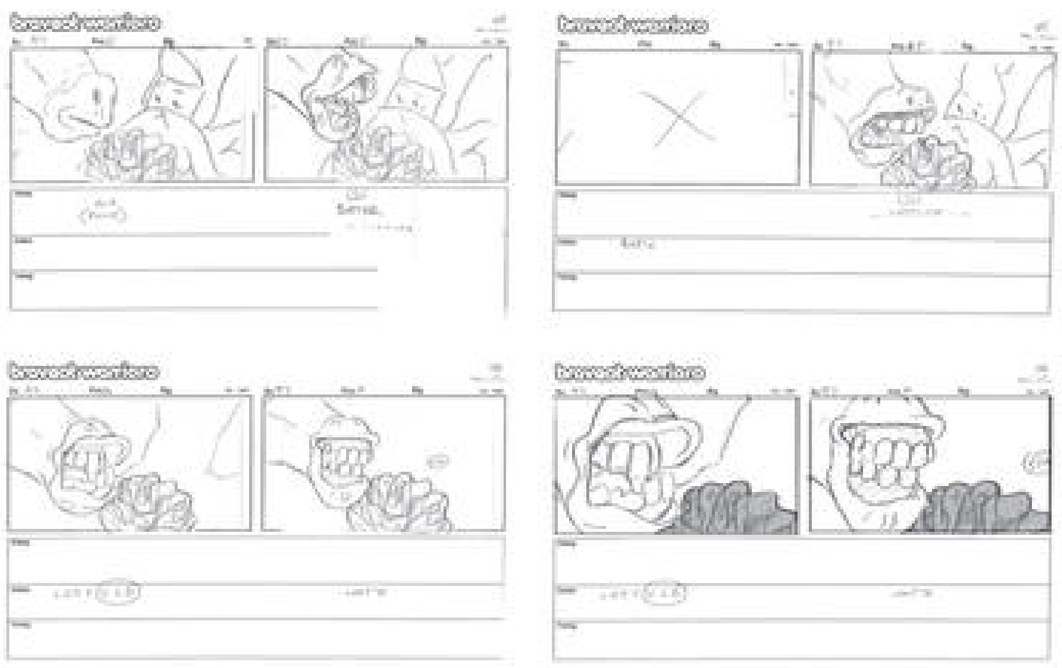
BG dissolves FROM GRID TO ORDINARY BATHROOM.
PAN TO HOLOGRAM PROJECTOR ON CEILING.

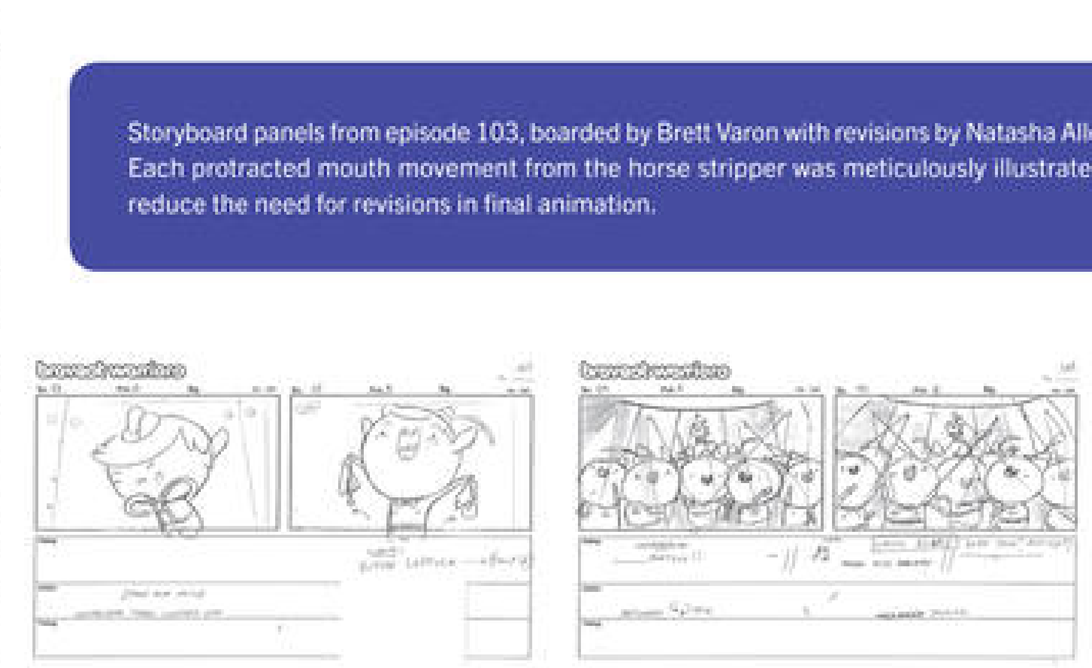


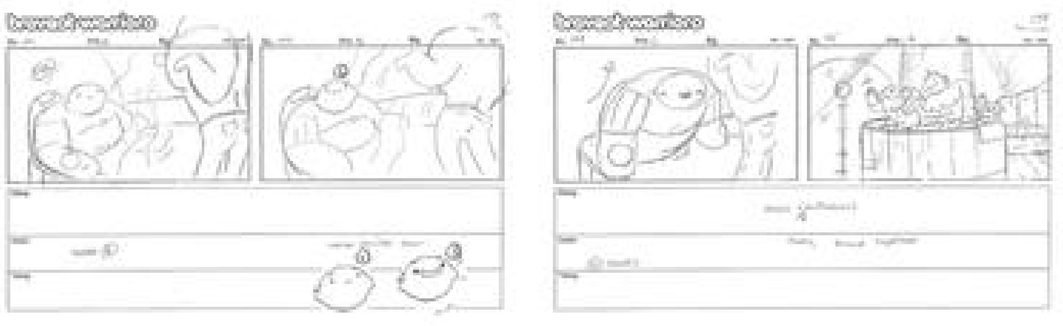


Finished animation from episode 103, "Butter Lettuce" (above). Rough sketches outlining the effects necessary later in production (left).

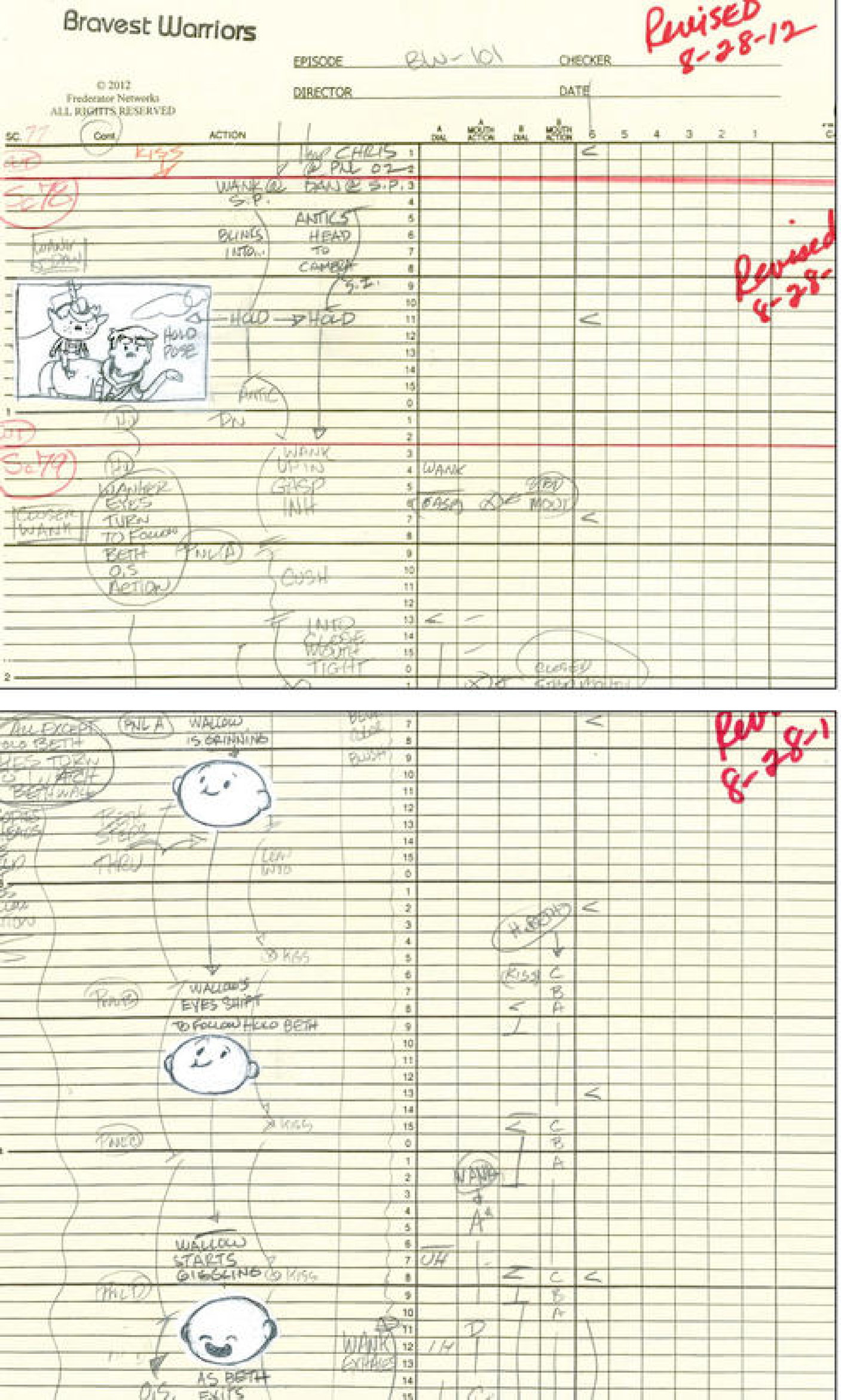


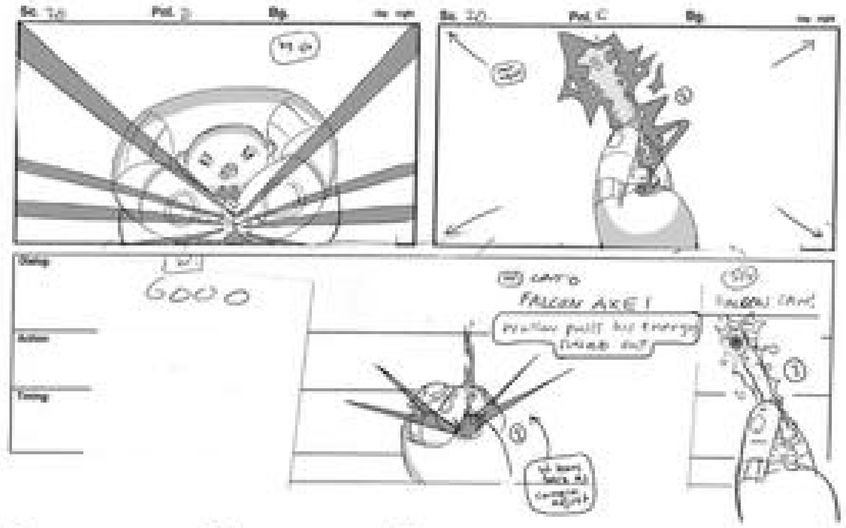


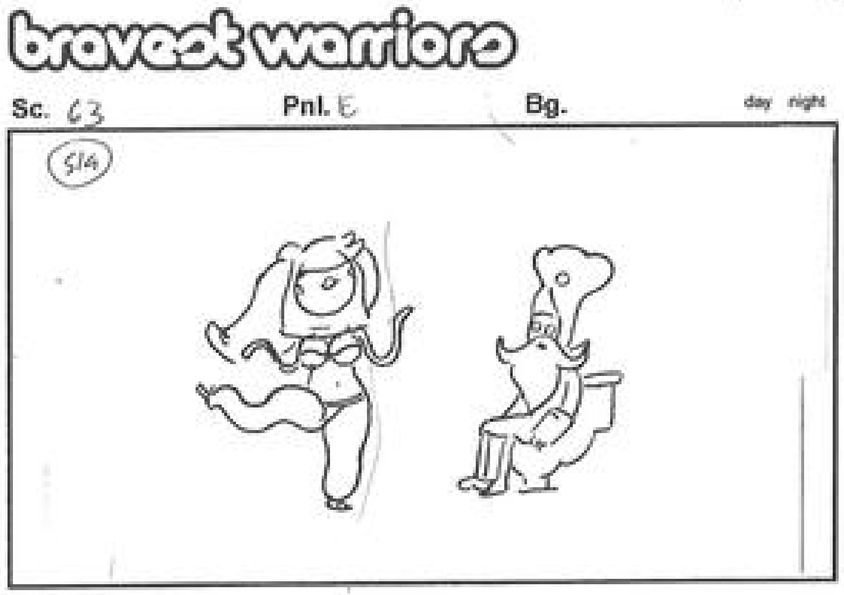


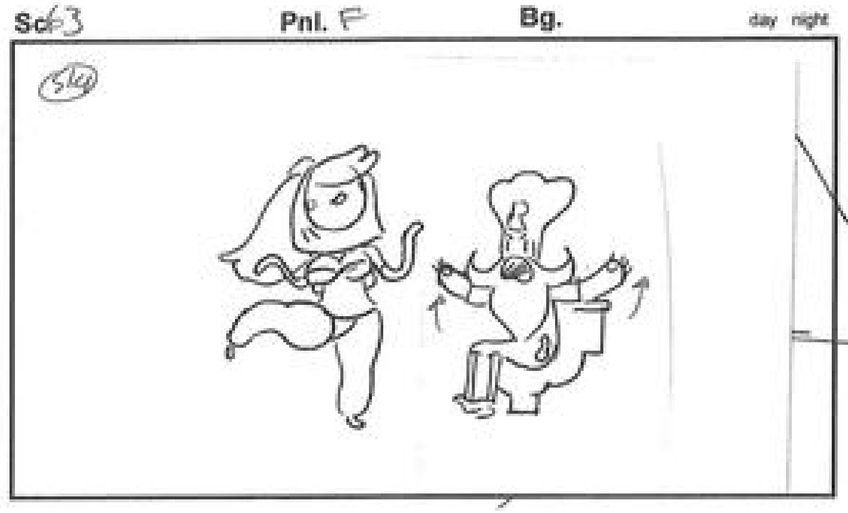


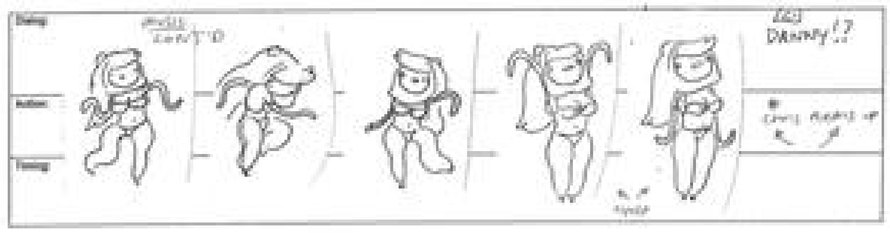
Storyboard panels from episode 103, boarded by Brett Varon with revisions by Natasha Allegri. Each protracted mouth movement from the horse stripper was meticulously illustrated to reduce the need for revisions in final animation.







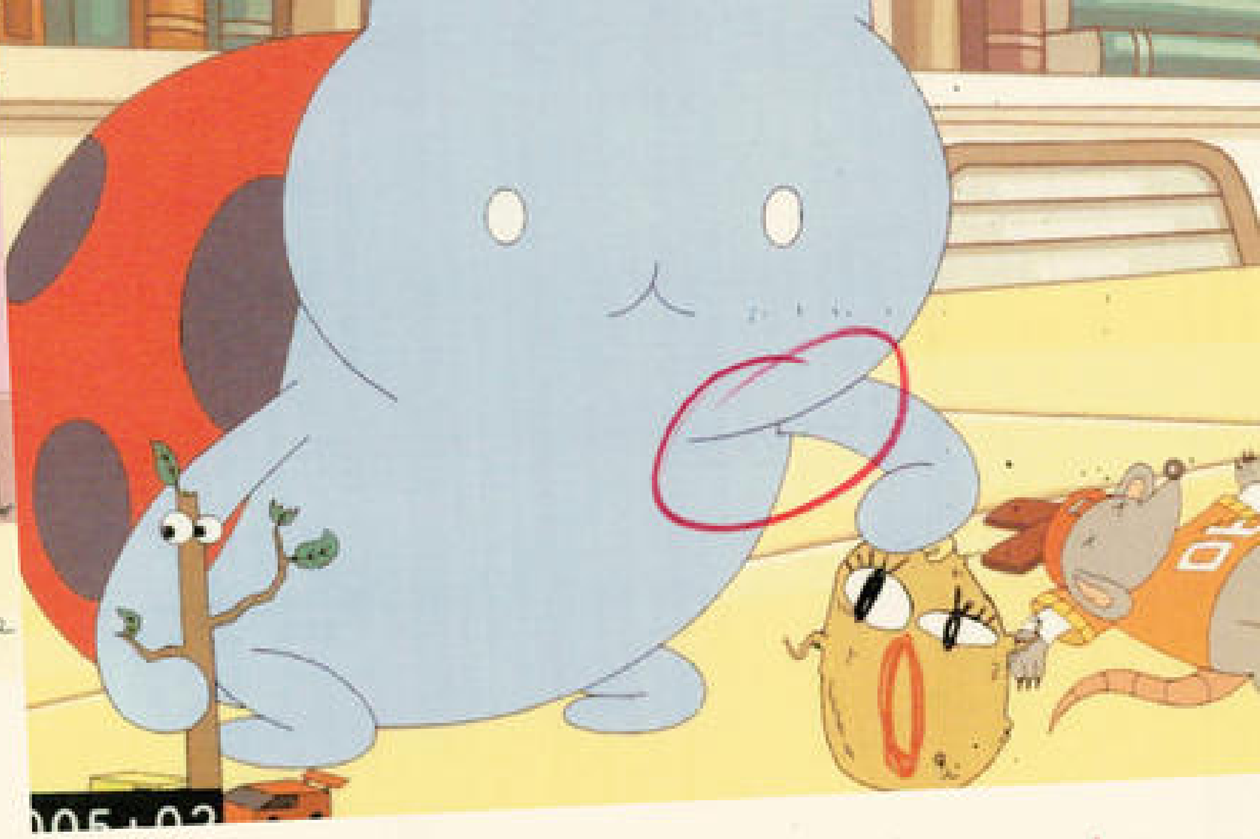




An exposure sheet tracking animation errors (and the necessary revisions) for episode 103 (left). Sheet timing by Larry Huber and Woody Yocum.

"BUY YOURSELF SOME SWEATERS."-FUTURE DANNY

Storyboard panels of episode 108, "Dan Before Time." Boarded by Kris Wimberly. Danny falls short of helping his past self from getting bullied (A LOT shorter than the distance between those protruding nipples). Danny and lil' Danny can still shake it like a Venturian slime beast.



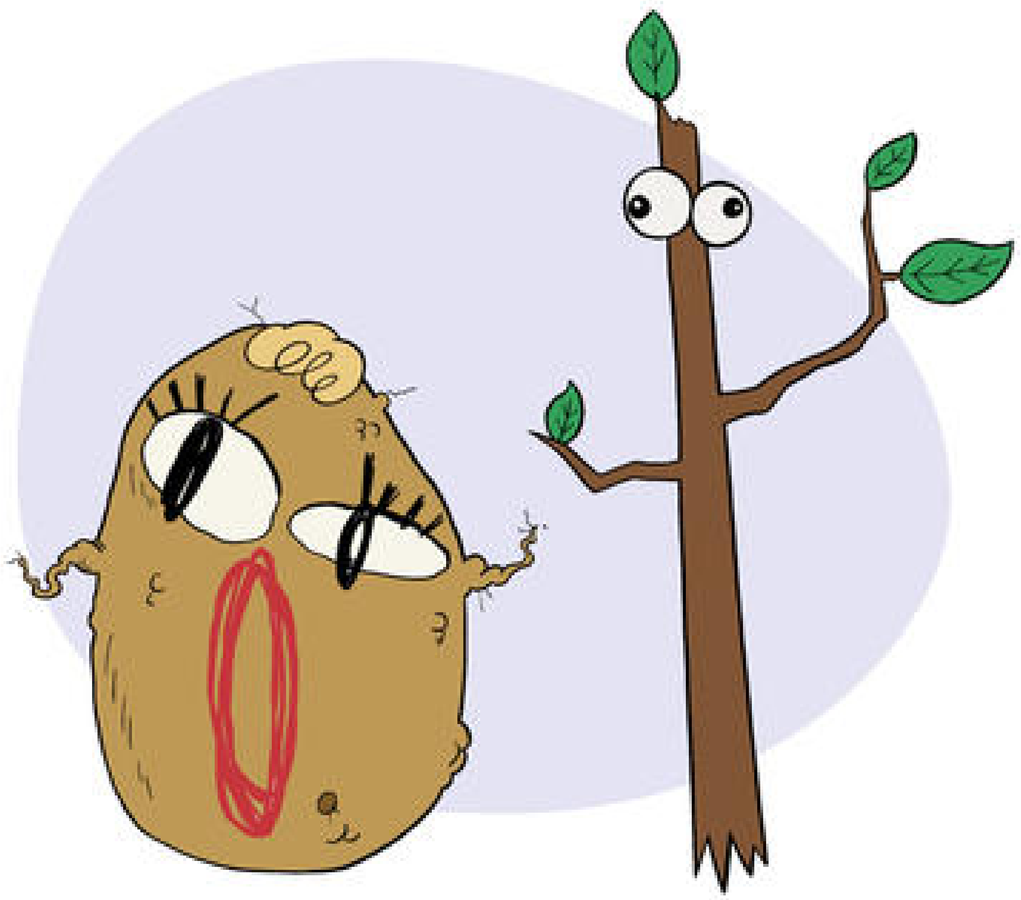
There is a dot (Danny's hair color) that is coming through the BG wall

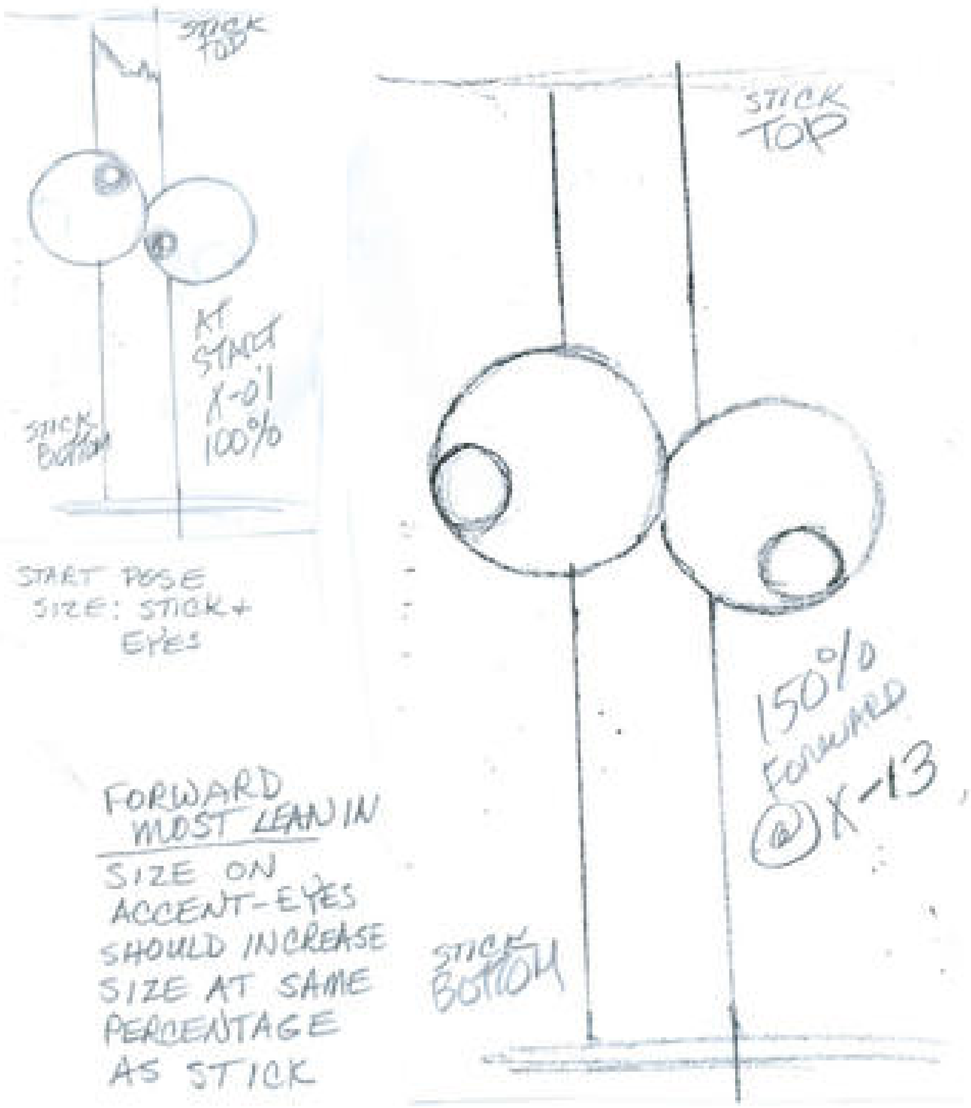
BW200A_SC011_TK2

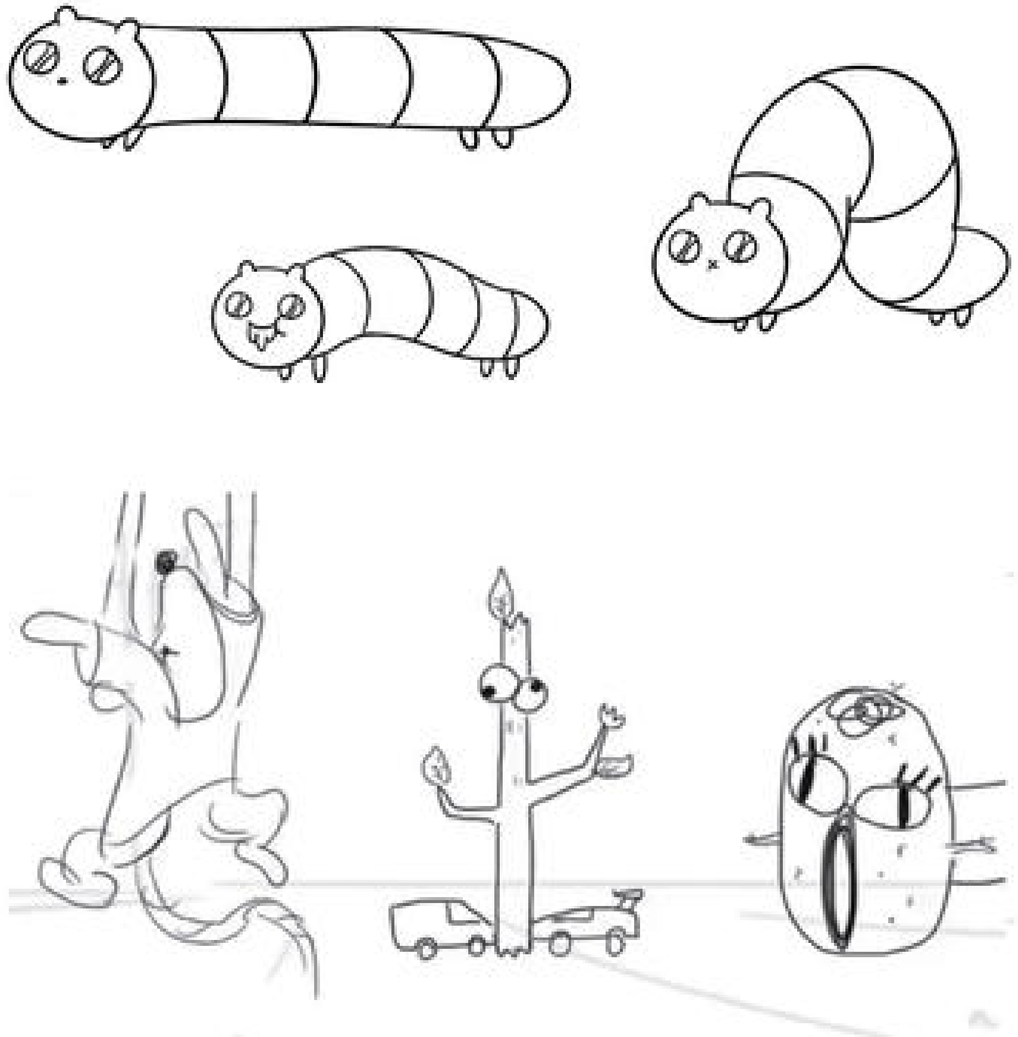
- TANGENT LINE W/ CATBUG'S CHEEK + IMPB
- Impossibear's size to doorway
- Impossibear's eye direction
- See CORRECT color model - Impossibear

- IMPOSSIBEAR SMALLER AND LOOKING AT CATBUG. (TANGENT GOES AWAY WITH SIZE CHANGE)

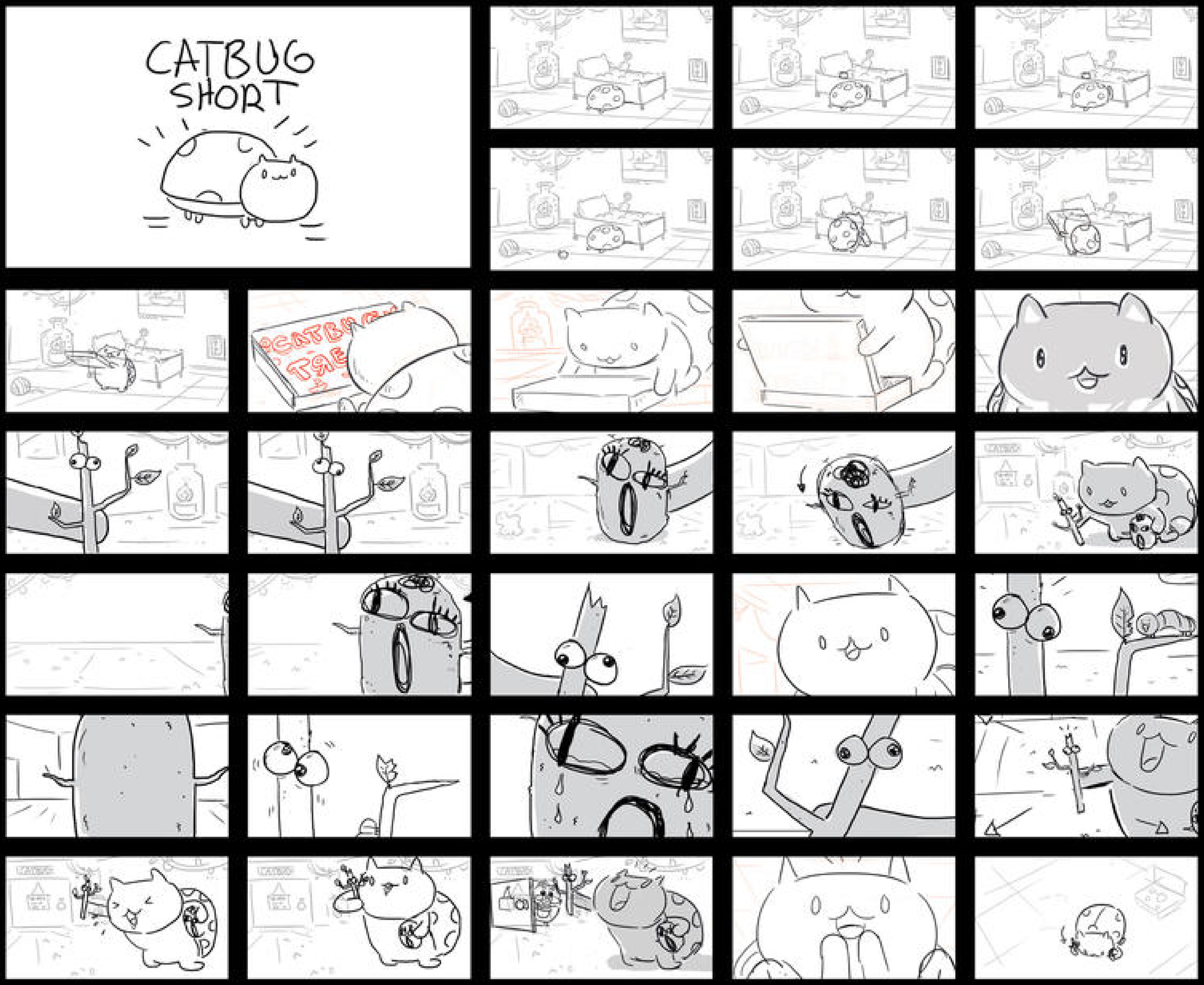
* The perspective problems require a new layout — the rough is in work + will be sent 6/11





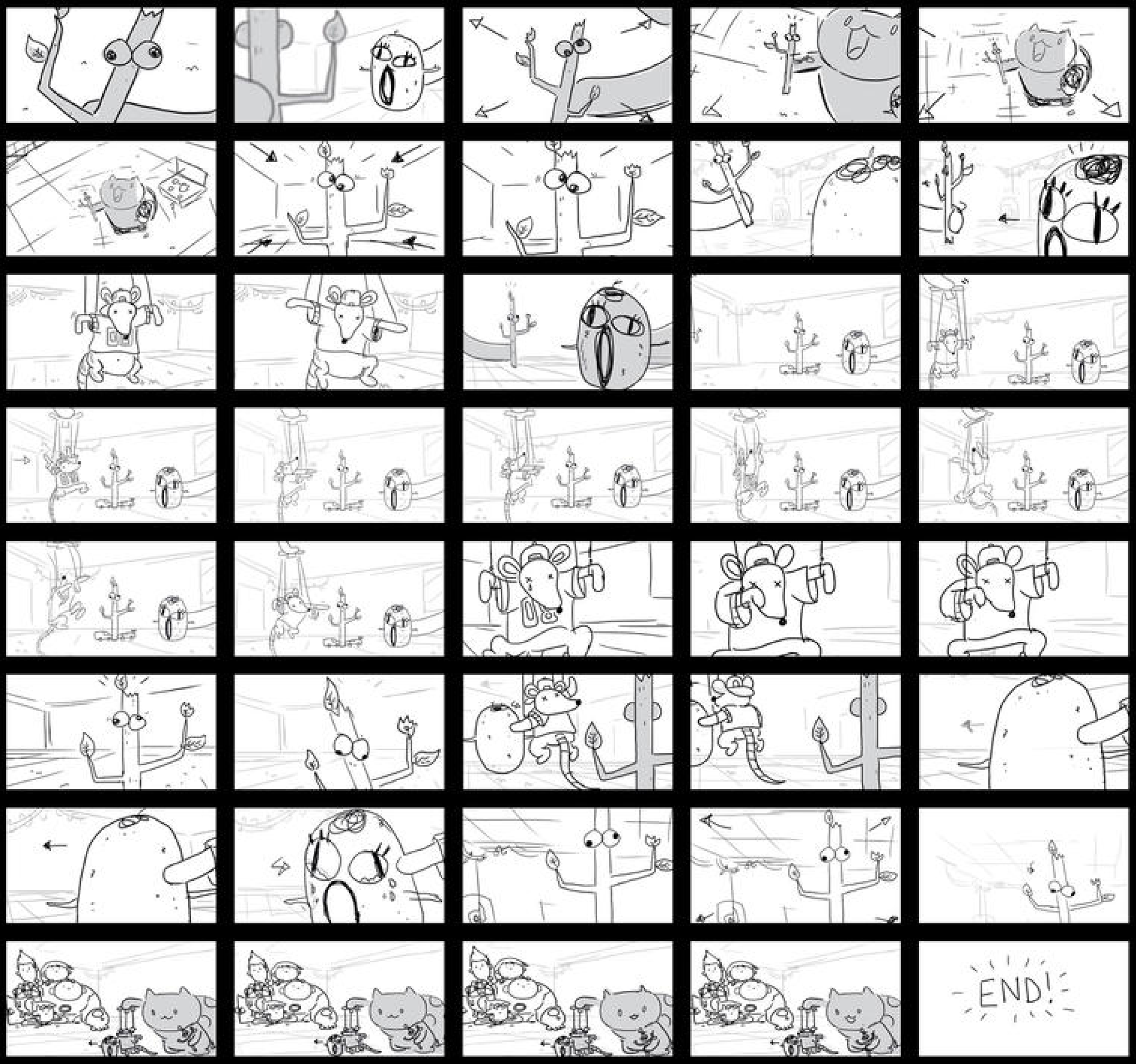


Individual shots of animation being called for retakes on minisode 200a "Dramabug" (opposite). The average episode of *Bravest Warriors* goes through four rounds of retakes, but trickier episodes have gotten into the eleven or twelve retake range. Final designs for Rebecca and Sir Jeffers (above).

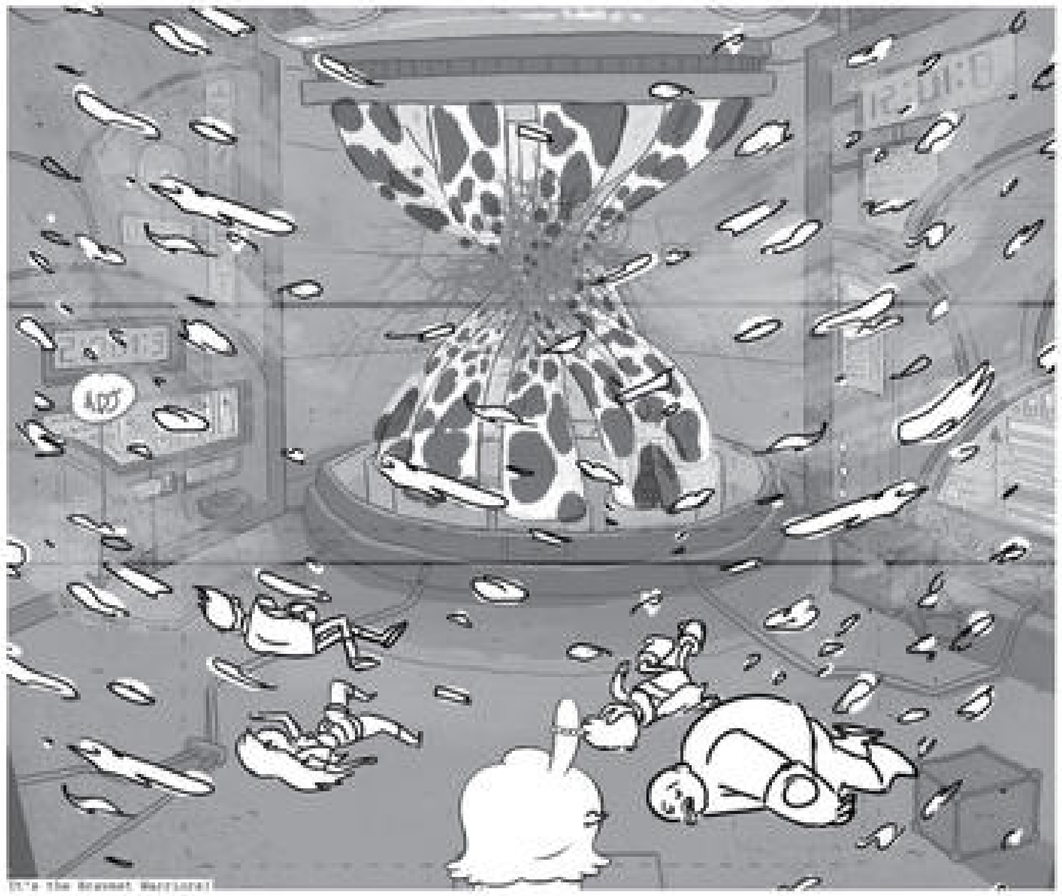


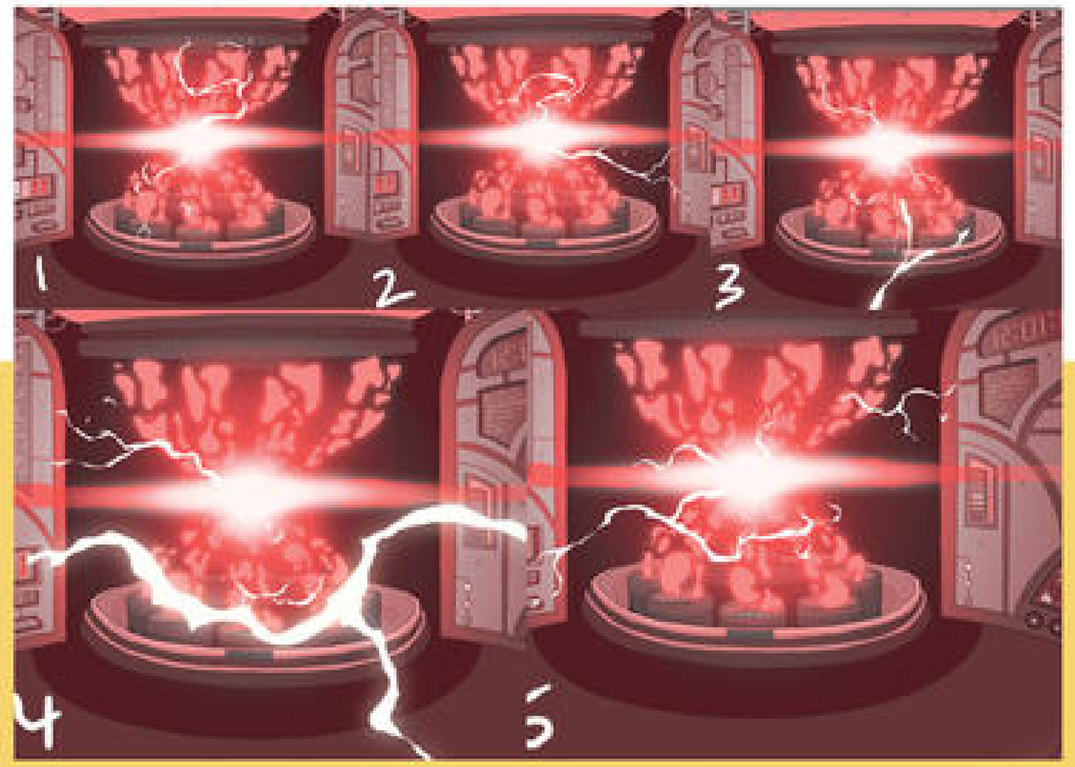
"REBECCA, YOU ARE THE PRETTIEST GIRL IN BROOKLYN." –SIR JEFFERS (CATBUG)

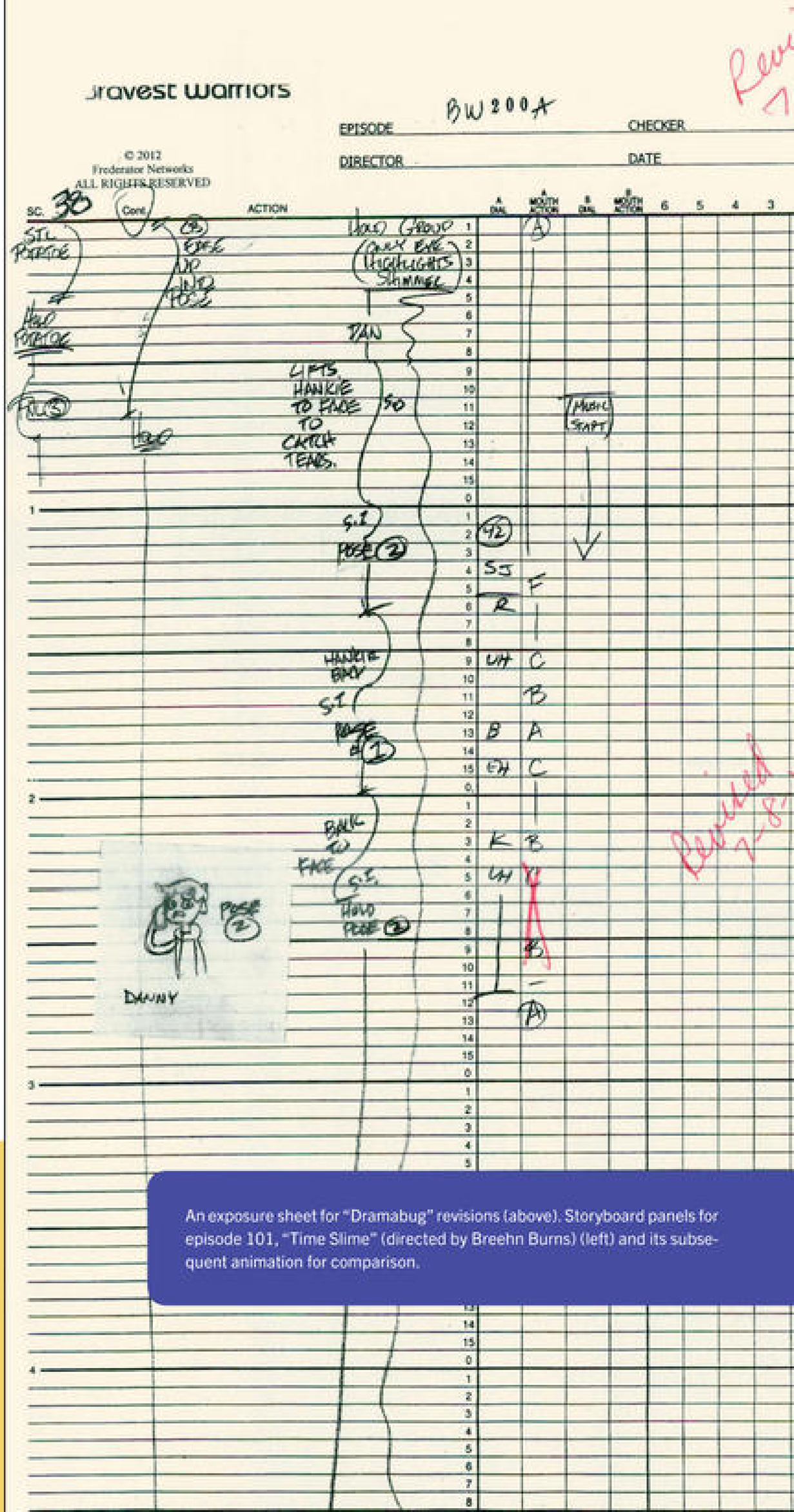
Storyboard panels for "Dramabug," written and boarded by Tyler Chen (above and opposite). Catbug is a notoriously difficult character to write. He's meant to relate to the world genuinely, like an actual child. Many can't resist the opportunity to give him mature/ironic dialogue, which is funny, but inauthentic. Tyler nailed the essence of Catbug in just a few scenes of playtime. His make believe soap opera between a stick and a potato is equal parts absurd and heart-wrenching.


END!

THESE HOMIES ARE IN LOVE! Like love, effects in animation are complicated, but ultimately worth losing your mind over and working tirelessly to get right. When scenes have a lot of working parts and require specific direction, they tend be boarded nearly identically to the finished animation.

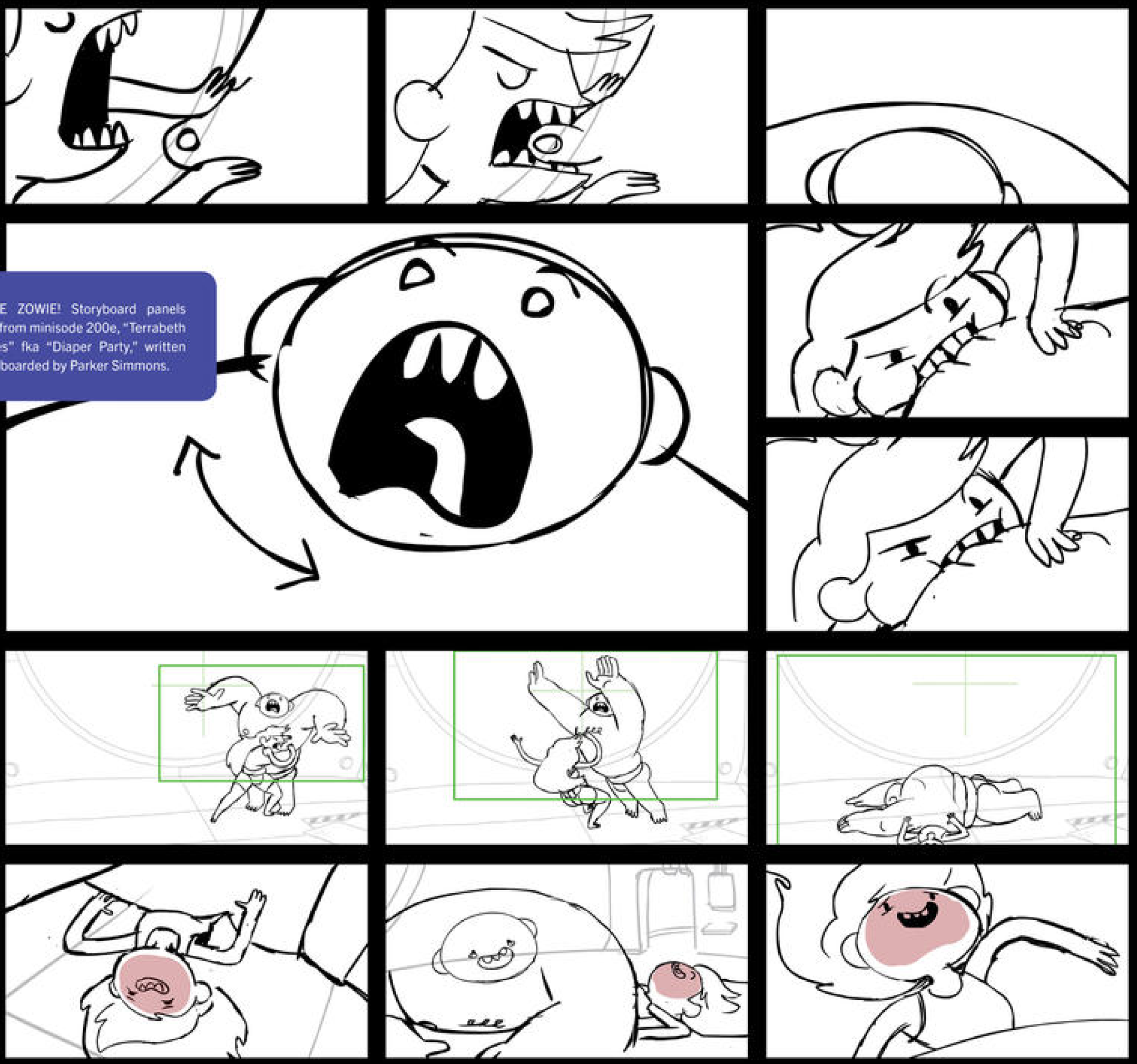




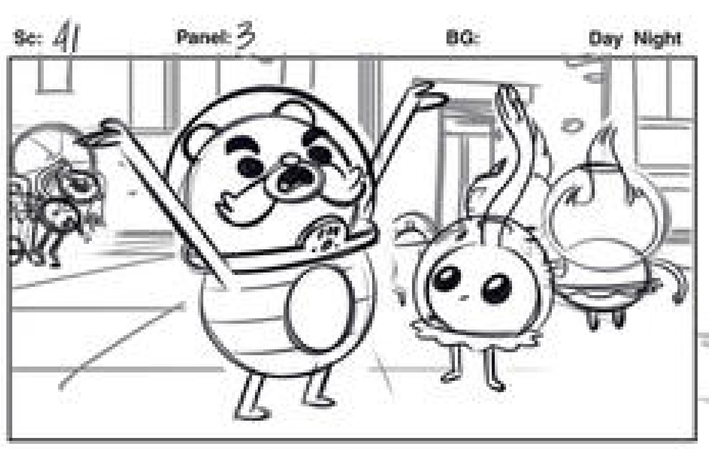


An exposure sheet for "Dramabug" revisions (above). Storyboard panels for episode 101, "Time Slime" (directed by Breehn Burns) (left) and its subsequent animation for comparison.

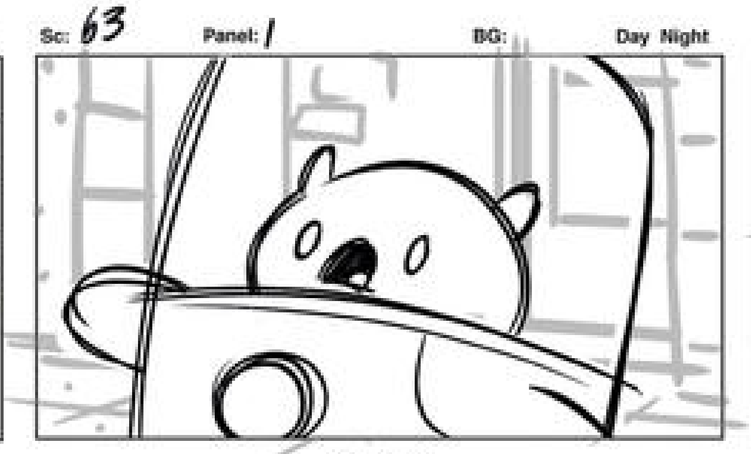
OWIE ZOWIE! Storyboard panels hail from minisode 200e, "Terrabeth Bytes" fka "Diaper Party," written and boarded by Parker Simmons.



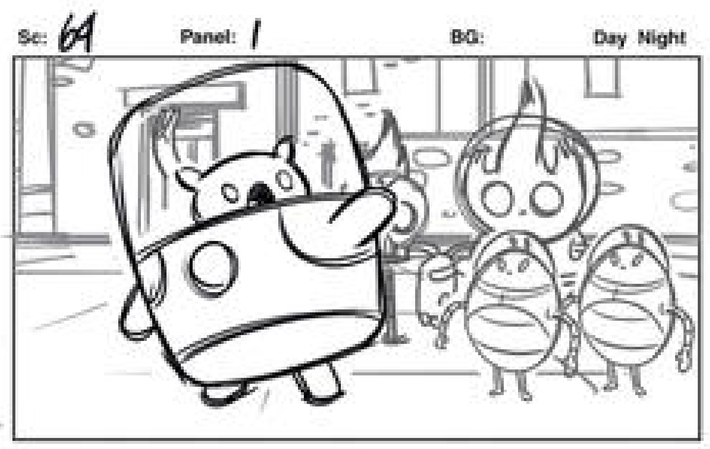
"THIS MISSION IS LIKE A HOT SLAP IN THE PUSS!"–IMPOSSIBEAR



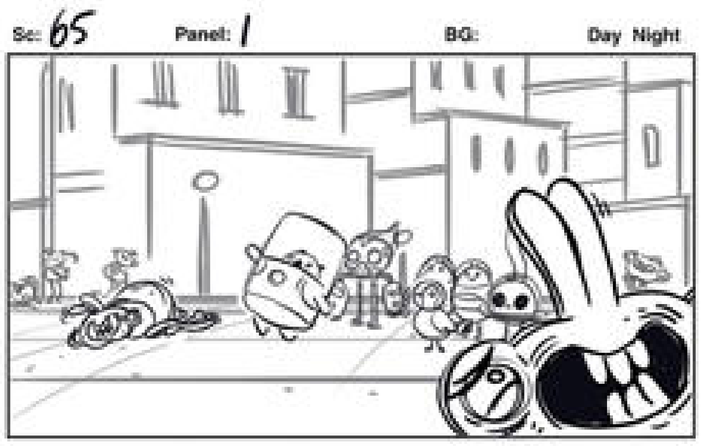
IMPOSSIBEAR
" THIS MISSION IS LIKE A HOT SLAP IN THE PUSS! "



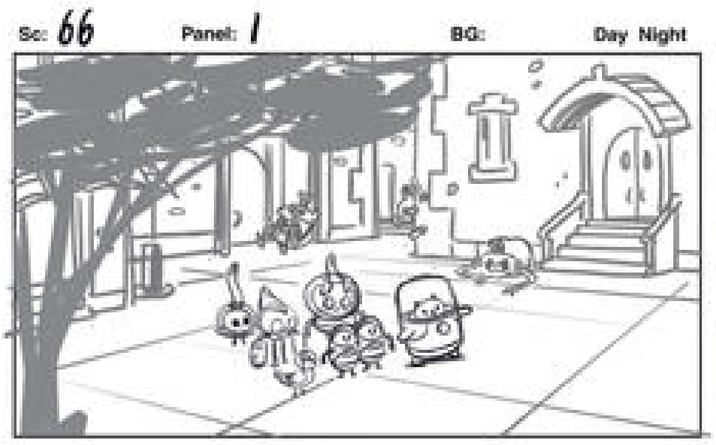
CATBUG
" THAT BASEBALL TEAM'S TRYING TO HOT GLUE A MAN ON A HIPPO! "



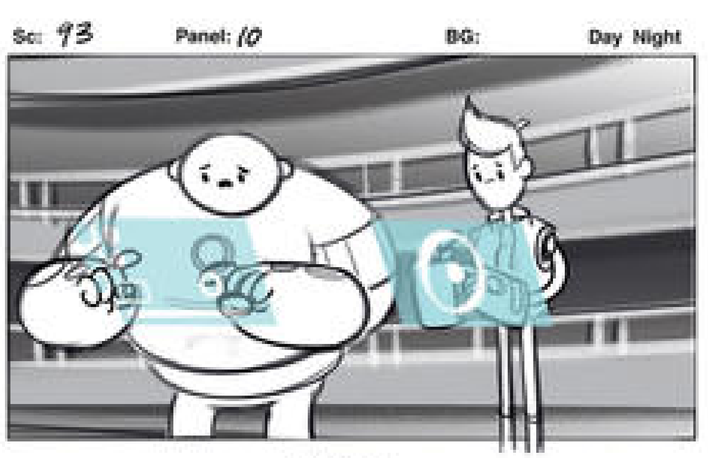
CATBUG
" THAT FIREMAN IS TRYING TO DRAW AN INDIE COMIC ABOUT HIS OWN LIFE! "



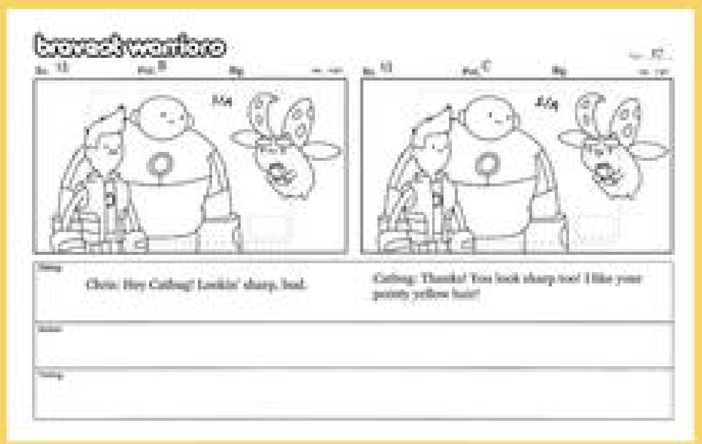
CATBUG
THAT SQUIRREL CAN'T BALANCE ON THAT CANDY CANE!

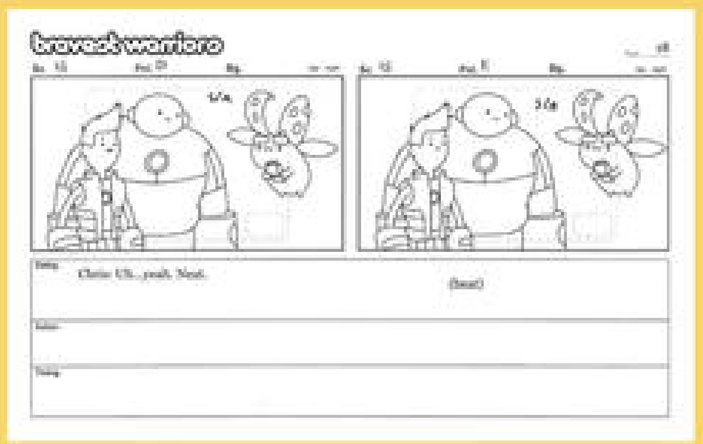


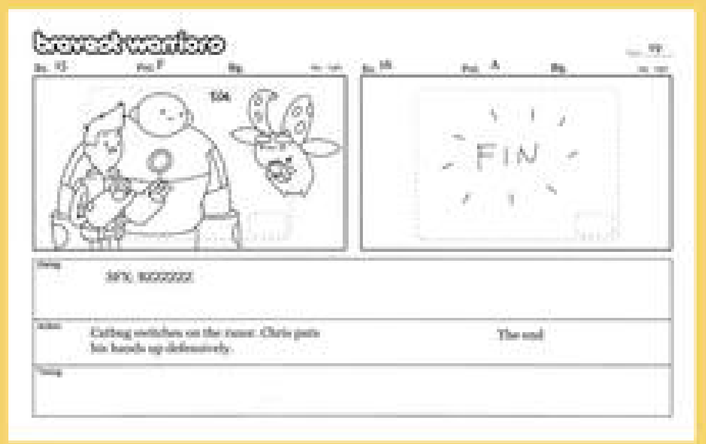
CATBUG
" THOSE BILLY GOATS ARE TRAPPED IN THE CARWASH! "



WALLOW
" YEAH, WE PROBABLY SHOULDN'T HAVE TRUSTED CATBUG. "



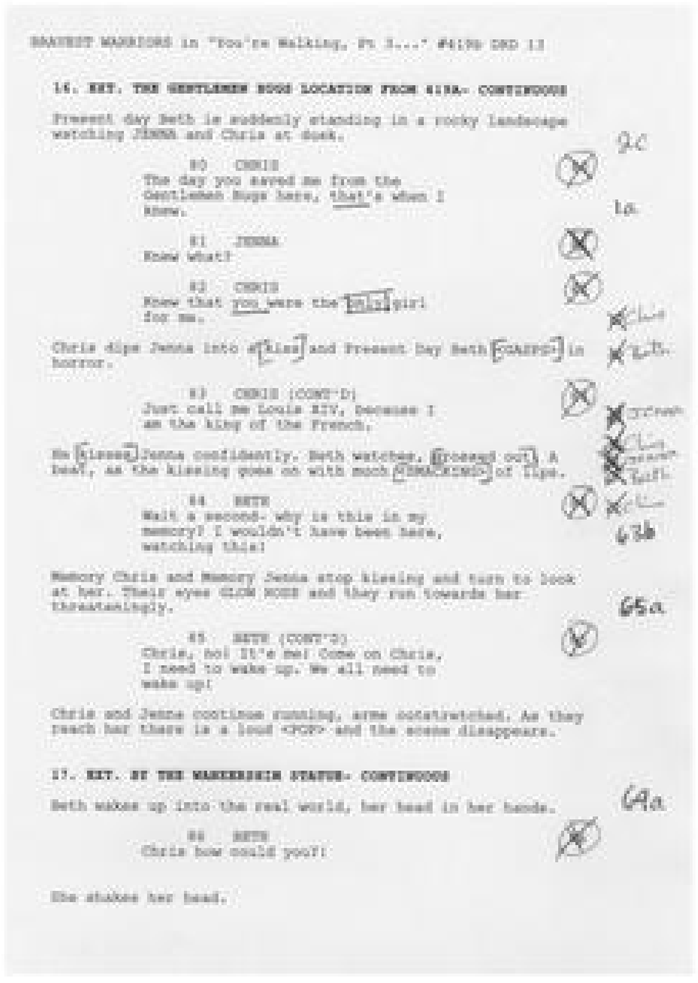




Storyboard panels from episode 207, "Catbug's Away Team," boarded by Brandon Kruse (above). Panels from minisode 200c, "Browser Fail," written and boarded by frequent *Bravest Warriors* comics' contributor and *Regular Show* storyboard artist, Ryan Pequin (below).

SCRIPTS

Bravest Warriors is a script-driven show. Throughout its run, dozens of talented scribes have whipped up enough space puns to fill a galaxy, with writing shepherded by Breehn Burns, Jason Johnson, and our latest story editors, Benjamin Townsend and Brydie Lee-Kennedy.



BRAVEST WARRIORS in "You're Walking, Pt 3..." #419b DRD 13

16. EXT. THE GENTLEMEN BUGS LOCATION FROM 415A- CONTINUOUS

Present day Beth is suddenly standing in a rocky landscape watching JENNA and Chris at dusk.

80 CHRIS
The day you saved me from the Gentlemen Bugs here, that's when I knew.

81 JENNA
Knew what?

82 CHRIS
Knew that you were the [only] girl for me.

Chris dips Jenna into a [kiss] and Present Day Beth [GASPS] in horror.

83 CHRIS (CONT'D)
Just call me Louis XIV, because I am the king of the French.

He [kisses] Jenna confidently. Beth watches, [crossed out] A beat, as the kissing goes on with much [SMACKING] of lips.

84 BETH
Wait a second- why is this in my memory? I wouldn't have been here, watching this!

Memory Chris and Memory Jenna stop kissing and turn to look at her. Their eyes GLOW ROSE and they run towards her threateningly.

85 BETH (CONT'D)
Chris, no! It's me! Come on Chris, I need to wake up. We all need to wake up!

Chris and Jenna continue running, arms outstretched. As they reach her there is a loud <POP> and the scene disappears.

17. EXT. BY THE MARKERBEAM STATUE- CONTINUOUS

Beth wakes up into the real world, her head in her hands.

86 BETH
Chris how could you?!

She shakes her head.

BRAVEST WARRIORS in "You're Walking, Pt 3..." #419b DRD 14

87 BETH (CONT'D)
Wait. How could you? Chris doesn't know anything about the French monarchy. And he'd never kiss a girl that confidently.

We cut to the fighting Bravest Warriors. Chris stops punching Danny and looks at Beth.

88 CHRIS
Hey! Also, what?

Danny, who is being [throttled] by Mallow, shouts to Beth.

89 DANNY
Wow, that's really interesting. Maybe we can talk more about it once I've killed Chris?

Mallow [hurls]

90 MALLOW
You'll have to kill me first! Because I also want to kill Chris!

Mallow punches Chris and they all start [rolling] towards the sinkhole.

Cut back to Beth, who [GASPS]. The ROSE HAZE clears.

91 BETH
Jenna. Jenna did this to us! Guys, stop fighting, I've figured it out!

The other Bravest Warriors ignore her and start to [tumble] into the sinkhole. Beth activates her STICKER-CAT, hooks it round the STATUE'S HEAD and [leaps] into the hole holding its paws and tail.

We stay on the surface, in silence for a moment.

Then the Bravest Warriors all [SPRING] out of the sinkhole, propelled by the STICKER-CAT.

The three boys are [dumped] on the ground and Beth neatly [lands] on the side, as the sticker-cat goes back to normal size and back into Beth's sticker. The statue it was attached to falls slightly to the side.

92 DANNY
(panting)
Way to go Beth, you stopped me killing Chris AND you messed with the holy statue.

BRAVEST WARRIORS in "You're Walking, Pt 3..." #419b DRD 15

The Odahidahodians start to gather around the sinkhole statue, [MUTTERING].

Beth [drags] the team towards the Space Whale.

93 BETH
Don't you think it's weird that we're still on this planet? The job should have taken ten minutes, but we've been fuzzed-out here all day! Someone wanted to keep us away from...the hideout.

19. EXT. SPACE WHALE - MOMENTS LATER

Inside the Space-Whale, Beth has seatbelted all of the Bravest Warriors into their seats. Mallow looks out of the window.

94 MALLOW
We can't leave those little guys with that giant sinkhole can we?

95 BETH
We have more important things to deal with right now. If I'm wrong, we'll come back and apologise.

19. EXT. ODAHIDAHO - CONTINUOUS

The Odahidahodians are standing around the statue, leaning to the side to be at the same angle as the statue.

96 ODAHIDAHODIANS
It's always been Wankarahin!

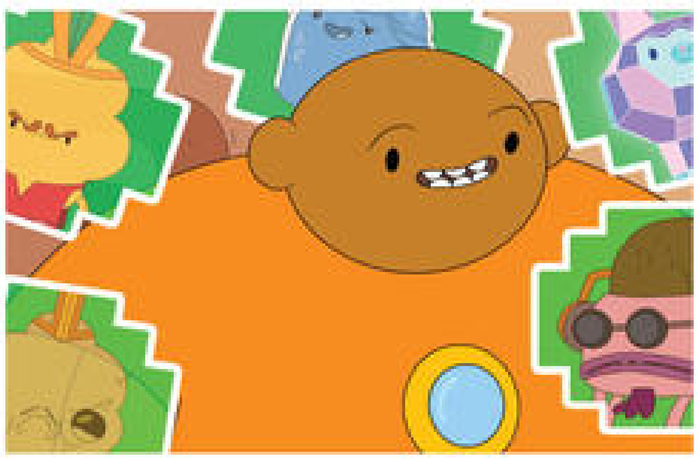
Behind them, the Space Whale TAKES OFF.

20. INT. SPACE WHALE - CONTINUOUS

Beth is sternly staring out the front windscreen.

97 CHRIS
Beth, you've gone mad with [jealousy]! You were wrong about Jenna last week, you were wrong about Danny having a god, you're probably wrong about this too!

Beth ignores him and doesn't even blink.



"JUST CALL ME LOUIS XIV, BECAUSE I AM THE KING OF THE FRENCH."–CHRIS

21. EXT. THE HIDEOUT - LATER

The Space Whale lands, haphazardly, and Beth [rushes] out.

Chris slowly walks out, shaking his head. He is followed by Wallow and Danny.

98 CHRIS
See! Nothing has changed! We have nothing to worry about.

The door to the Hideout suddenly swings open and there stands JENNA. She smirks.

99 JENNA
Actually, you do have one thing to worry about, Bravest Warriors. You'll need to find a new Hideout.

Danny [<GASPS>].

100 DANNY
Wait, why?

101 JENNA
Because your ~~one~~ is occupied. By me.

Danny [<GASPS>] again.

102 DANNY
Wait, what?

103 JENNA
(annoyed)
I stole your Hideout, your Hideout is mine now.

104 DANNY
OH....Right.
(beat)
(gasp)
Oh no!

CUT TO a front-shot of the doorway and Jenna steps backwards. We see the team assembled behind her- a HANDSOME BOY, a ROBOT WITH A HUMAN HAND and a NERDY GIRL. Jenna smirks again. CUT BACK to the Bravest Warriors.

105 BETH
Those pink flashes of light. They weren't pink, they were rose-tinted! You've been messing with our memories!

106 DANNY
You gave us rose-tinted unhappy memories! That's not normally what that phrase means!

107 JENNA
Yes, well done, it was me. I made you fight each other, I made you hate Chris. I made Wallow think he won a gold medal in the space Olympics.

Wallow [<GASPS>].

108 WALLOW
You can't say that! My medal is right-

He reaches for his medal but it's not there and he [<GASPS>] again.

109 BETH
So all this confusion. It was just to steal our Hideout?

Jenna smiles evilly.

110 JENNA
Among other things. [Come along Chris.]

111 CHRIS
No waaaaaaaayyyyyy-

He begins [TWITCHING] like before, and his eyes glow rose-colored. He turns to the Bravest Warriors.

112 CHRIS (CONT'D)
-ayyyyyylll it was nice seeing you guys! Stop over soon.

He walks inside with Jenna and <SLAMS> the door.

BRAVEST WARRIORS

THE END

Script of episode 419b written by Jack Bernhardt and Tobi Wilson, story edited by Brydie Lee-Kennedy (above and opposite). Jack, Tobi, and Brydie also worked together on Cartoon Network's *The Amazing World of Gumball*. All of the season four titles are lyrics to '80s songs.

BRAVEST WARRIORS in "The Crowd..." #417a DIRECTORS RECORD 5.

3. INT. CEREAL BAR - LATER

Beth and the UGs split a bowl of cereal 4-ways. Spoons <CLINK> and [SLURP]s as milk and bits spill out the bowl.

34 BETH
So you guys just spend your days roaming space being [totally rad] independent lady gals?

37 VIRGINIA
Yup! AND roughin' up snot drippin' men. It's the Upta Gala way!

38 BETH
Upta?

39 LYDIA
Upta no good!

40 BETH
Ahhh.

41 DOLORES
[See Beth,] me, Lydia, and Virginia were good girls once. Always did whatever we could to make the boys in our life happy. We never burped or cussed or broke the laws of physics to achieve arch support, but you know what it got us?

Virginia pulls back her lip to reveal OPEN SORES.

42 DOLORES (CONT'D)
ULCERS!

Lydia puts her foot on the table to reveal a MISSHAPEN FOOT.

43 LYDIA
BUNYONS!

44 BETH
NO! Who did that to you?

45 VIRGINIA
Yup. 35 years swallowing bile over a husband who won't support your dance career. And then one day, the dam breaks.

BRAVEST WARRIORS in "The Crowd..." #417a DIRECTORS RECORD 6.

46 LYDIA
My bosses at the combustion factory, all fellas, wrote up a mandatory dress code. "Ladies must wear 7 inch holo heels AT ALL TIMES."

Dolores motions to her chair.

47 DOLORES
And my MALE doctor had the nerve to tell me my spine is eroding. Punk.

Dolores [stretches] and there is a huge <CRACK>. Beth RECOILS.

48 VIRGINIA
We been happy as clams ever since rejecting men and embracing the nineteenhood of mischief.

Beth loads a [mouthful] of cereal.

49 BETH
I've been similarly scorned. I thought coming here would shake my post break-up funk. [But I still feel terrible.]

The UGs all look to each other conspiratorial, nodding.

50 LYDIA
I know exaaaaaactly what you need.

Dolores hovers away from the table.

51 BETH
Is it more cereal? Please?

Dolores hovers back-in and [WHISPERS]

52 DOLORES
[Cash boy's makin' dark matter.] Upta Gala: taffeta formation...

Lydia [hurriedly] dumps the cereal into her purse. Virginia [stuffs] spoons down her shirt and the UGs scramble out the booth.

53 VIRGINIA
Beth, goose it!

54 BETH
Oh, you guys heading out? Let me just pay for--

BRAVEST WARRIORS in "The Crowd..." #417a DIRECTORS RECORD 15.

114 BETH (CONT'D)
...For delivery.

9. INT. INVISIBLE BIGFOOT - DANNY'S LAB - DAY

Chris and Danny float through the lab, [SWIMMING] away. Chris is completely focused on the job...

...until a pair of Beth's glasses float past him. He gently grabs them and strokes them lovingly.

113 CHRIS
Beth's old glasses

[SIGHHHHHH] Chris is fully in the moment, until...

... [WHOOMP] <CRUNCH>. Everything SLAMS on top of Chris and Danny, who fall down out of frame.

114 DANNY (O.S.)
Gravity's back on!

10. INT. UPTA GALA BIGFOOT - LATER

Beth stands in front of the door with the UGs behind her in a diamond formation.

QUICK SHOTS - Lydia [waves] a SPACEBALL BAT, Virginia [SLAPS] her open palm while wearing a pair of GEM KNUCKLES. And Dolores hovers in the back, holding a square [LASER NET].

117 LYDIA
Sure you don't want something with a little more horse power??

Lydia [waggles] her bat, enticing Beth.

118 BETH
I got what I need.

The Concierge peers from under the bed, anxious.

<DING DONG>. Beth and the UGs brace for attack.

119 VIRGINIA
Gird up, gals. Strike on Beth's signal.

Beth takes a [DEEP BREATH] and opens the door...

...to a dumbstruck ZAC in delivery uniform, holding a pizza.

Stills and script pages from episode 417a, "The Crowd I'm Seeing" (above), written by Kelsey Calaitges. The written numbers next to dialogue indicate which takes were picked, while the typed numbers ensure lines aren't missed by our actors and our voice director, Meredith Layne.

BRAVEST WARRIORS in "The Crowd..." #417a DIRECTORS RECORD 16.

Beth gracefully rests the crumpled up poems atop his pizza box.

120 BETH
Here, you can have your poems back.

The UGs look amongst themselves, supremely confused. Lydia scratches her head with the bat.

121 DOLORES
Was that the signal?

Beth takes Zac's hand.

122 BETH
We both deserve to find someone really special. Well, I deserve someone really special. You deserve a Neo Mars 6 at best. Goodbye Zachary Ryan.

She closes the door.

The concierge shakes his head as he scribbles in his book and the UGs drop weapons, shocked. Dolores's net drapes over Virginia.

123 BETH (CONT'D)
I just couldn't go through with Peroxide Formation. Why end what WAS a good thing on such a savage note? These last few days have helped me process all sorts of dude moop. But there are some things you have to work through face to face and not fist to fist.

124 DOLORES
She's right. Sometimes headbutting a guy is better than punching him.

Beth pulls out her hair foil, revealing a GASOLINE TINTED streak.

125 BETH
As much as I wish I could stay, I'm already leader of a ragtag group of space punks, The Bravest Warriors.

They all embrace.

126 VIRGINIA
Before you split...

They present Beth with her very own UPTA GALS JACKET.

Beth <GASPS>. Dolores points to a crudely drawn SYMBOL on the sleeve, comparing it to Virginia's more expert tattoo.

BRAVEST WARRIORS in "The Crowd..." #417a DIRECTORS RECORD 17.

127 DOLORES
It means that "flying anti-man" thing!

128 BETH
Aww. The line work's a little off, so it actually says butt feathers. But I'll treasure it forever.

Beth heads out the door. The UGs heave a collective <SIGH>.

Dolores loads up a HOLO SCREEN from her chair and <TAPS>.

129 LYDIA
Whaddya doin'?

130 DOLORES
Doin' one of Beth's ideas! I'm leavin' a review sayin' Zachary Ryan left his BUTT FEATHERS all over the pizza!

The UGs <SNOOP> and <CHEER>.

131 VIRGINIA/LYDIA
That's Beth!/Lookin' out for her gals!

DOLORES
So we better look out for her!

Dolores opens a window and we see ZAC in the distance, getting into his car. The UGs pull out their mini-houses from earlier and <YELL> him with them, <CACKLING>.

11. INT. INVISIBLE HIGROOF - LOUNGE - MIDDLE OF THE NIGHT

Chris, in his undershirt and boxers, sits at the front door, peeking out the window. He heaves a huge <YAWN> desperately fighting off sleep.

JUMP CUT TO:

Chris fast asleep <SNORING>.

The door opens with a <SQUEAK>, Beth enters. She sees Chris and covers him up with her Upta Gals jacket and leaves frame...

...only to re-enter, scribble something on Chris's forehead, and retire for the night.

POOR-UP on Chris's forehead, which reads: <DICKS>.

BRAVEST WARRIORS
THE END

"SOME WEIRD METAL CHICKEN HAS TAKEN OVER THE HOLOJOHN."-BETH

DANNY
50 Oh, uh, probably just the pipes.

<SCREAM> O.S.

Chris RUNS to investigate - Danny SIGHS and FOLLOWS.

15. INT. HIDEOUT - OUTSIDE THE HOLOJOHN - CONTINUOUS

WIDE: BETH is standing arms crossed as the others ENTER.

BETH
51 Some weird metal chicken has taken over the Holo John!

DANNY
52 It's not a chicken, it's a RoboPartyDuck! Uh...I mean...plausible deniability?

CLOSE ON BETH, who <OPENS> the HoloJohn door. CAMERA follows inside, to reveal a nightmarish club scene, SMOKE, DISCOBALLS, and ROBOPARTYDUCK and ROBOPARTYSWAN DANCING. The music <THUDS>.

CUT TO WIDE - BETH <SLAMS> the door shut, the music cuts out immediately. DANNY looks disappointed.

DANNY (CONT'D)
53 Aw, man, they're supposed to be enemies. That's against the laws of RoboPartyNature.

BETH
54 Danny. Explain.

DANNY
55 OK, I may have invented two separate robot party birds to party with last night. But it's fine!

BETH
56 Does this look fine?!

She <OPENS> the door to reveal the party scene again - this time the ROBOPARTYDUCK is splashing FOAM at ROBOPARTYSWAN.

CHRIS
57 Ew. That's just unsanitary.

Beth ACTIVATES her STICKER CAT - it JUMPS towards the RoboPartyDuck. The music <CUTS>. A beat. The sticker cat starts to DANCE and the RoboPartyDuck's music resumes.

DANNY
58 Amazing! Even Sticker Pets aren't immune to the RoboPartyLifestyle!

BETH grabs DANNY by the collar.

BETH
59 Well Beths ARE immune. I want. To use. The Holojohn.

CHRIS
60 Come on Beth, don't be so hard on Danny. He just wanted to party! Let's just be thankful these RoboPartyBirdies haven't decided to use their superior party power to claim dominion over the entire hideout!

CLOSE ON ROBOPARTYDUCK and ROBOPARTYSWAN, who both STOP dancing. RoboPartySwan lets out a low <HONNNNK>. They RUN towards the gang.

CHRIS (CONT'D)
61 So...they understand English then. Cool. Probably information I could have used earlier.

WIDE - intense party music starts up again as they SHEPHERD the gang down the corridor, forcing them to dance. CHRIS gasps.

CHRIS (CONT'D)
62 Oh no! They got Wallow!

PAN DOWN the corridor - ROBOPARTYDUCK has GRABBED WALLOW by the foot and is DRAGGING him.

WIDE: It PROPS him up, putting him with the others, forcing him to SLEEPDANCE.

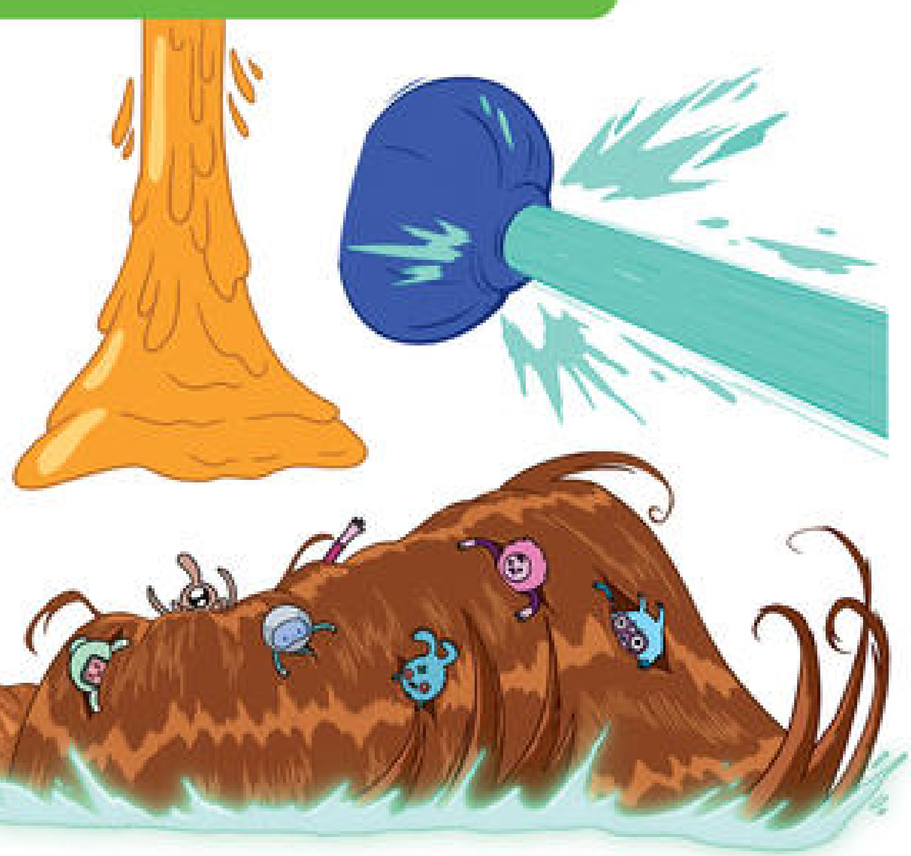
CHRIS (CONT'D)
63 Aw, man, how is he better at me than dancing? He's asleep!

BETH
64 Danny, you have to do something. I only know three dance moves and I'm doing two of them now.

Record draft script of episode 417b by Jack Bernhardt (opposite). The average eleven minute episode takes about four hours to record. While ensemble recording (all of the actors in one room) was favored in early seasons, solo session prevailed in later seasons due to scheduling.

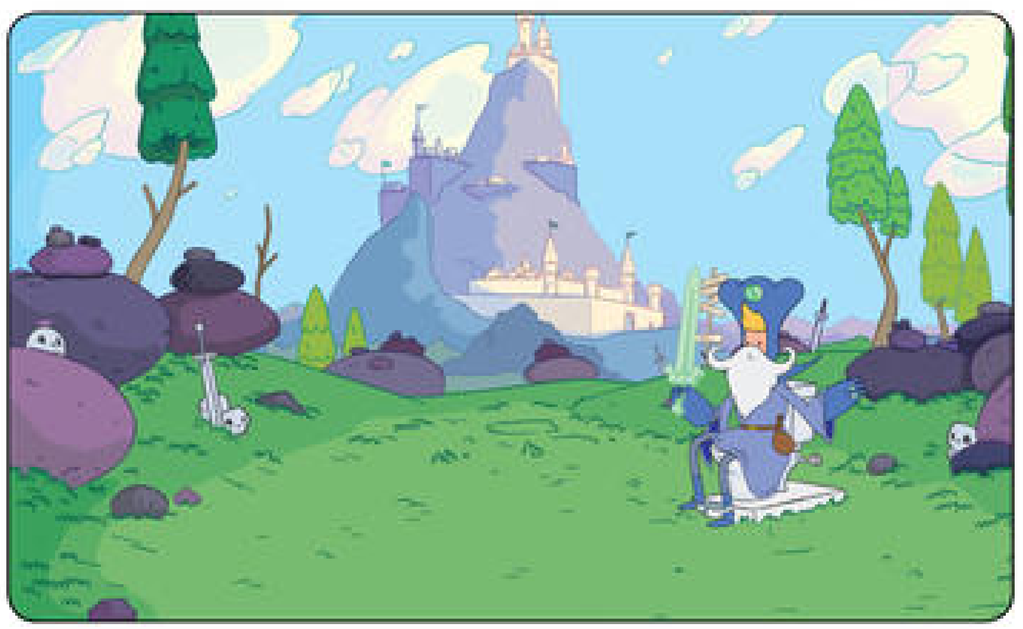
EFFECTS

Slime, grime, seepage, weepage, light glowing, water flowing; all of these seemingly simple elements actually fall under the category of effects, and are often one of the last (and most complicated) components locked in animation.

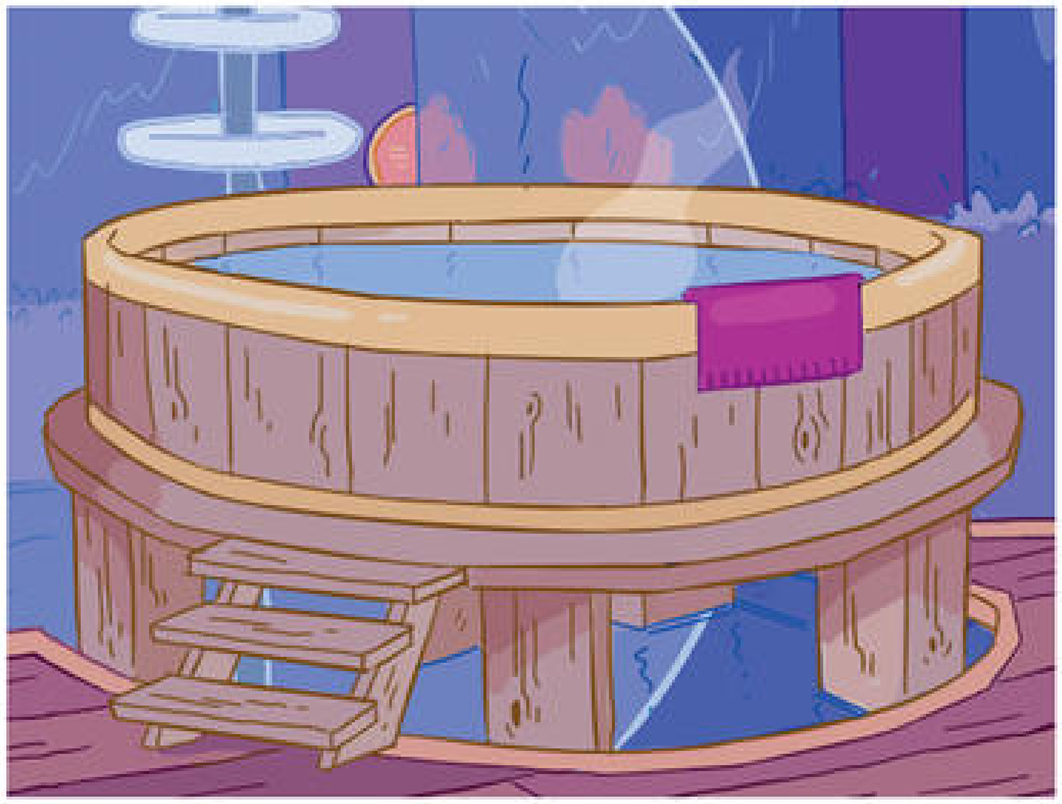


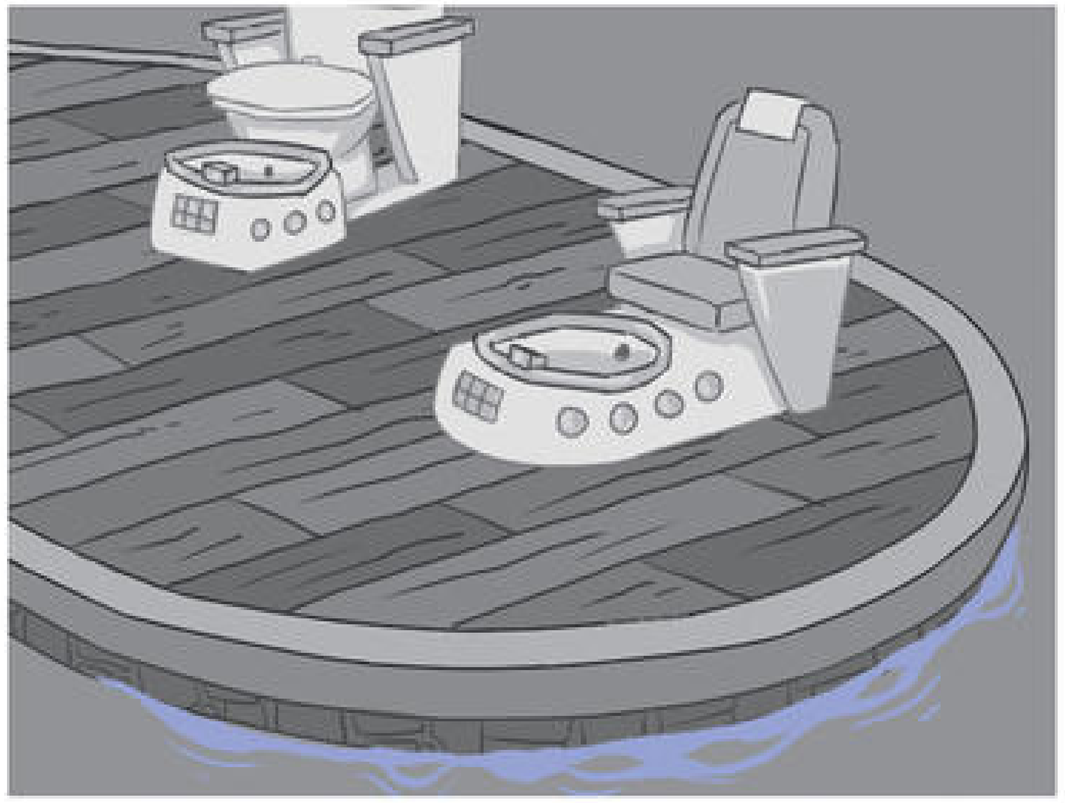
FIGHT!

LOSER

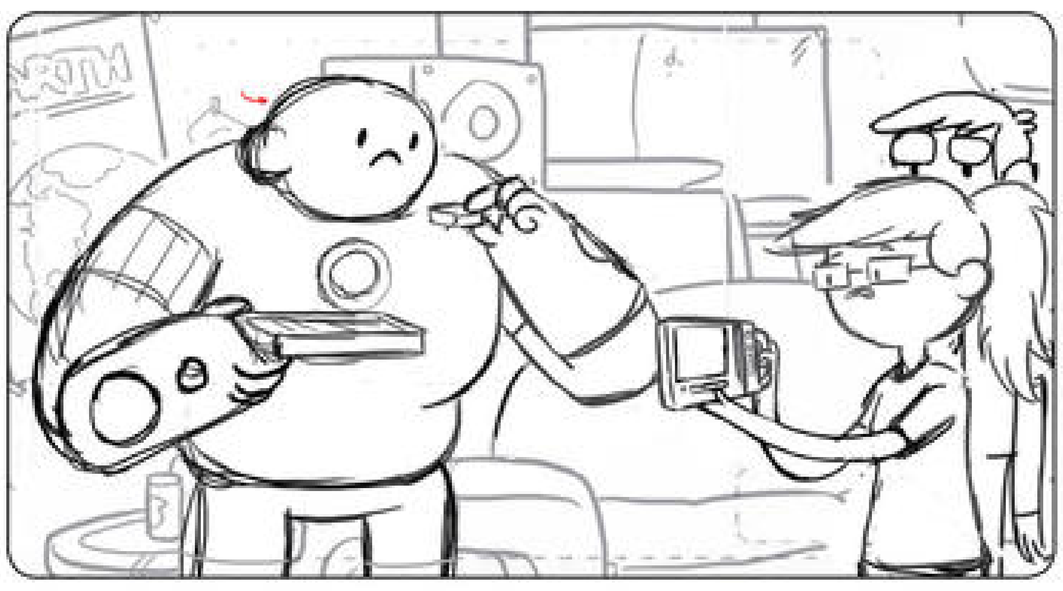


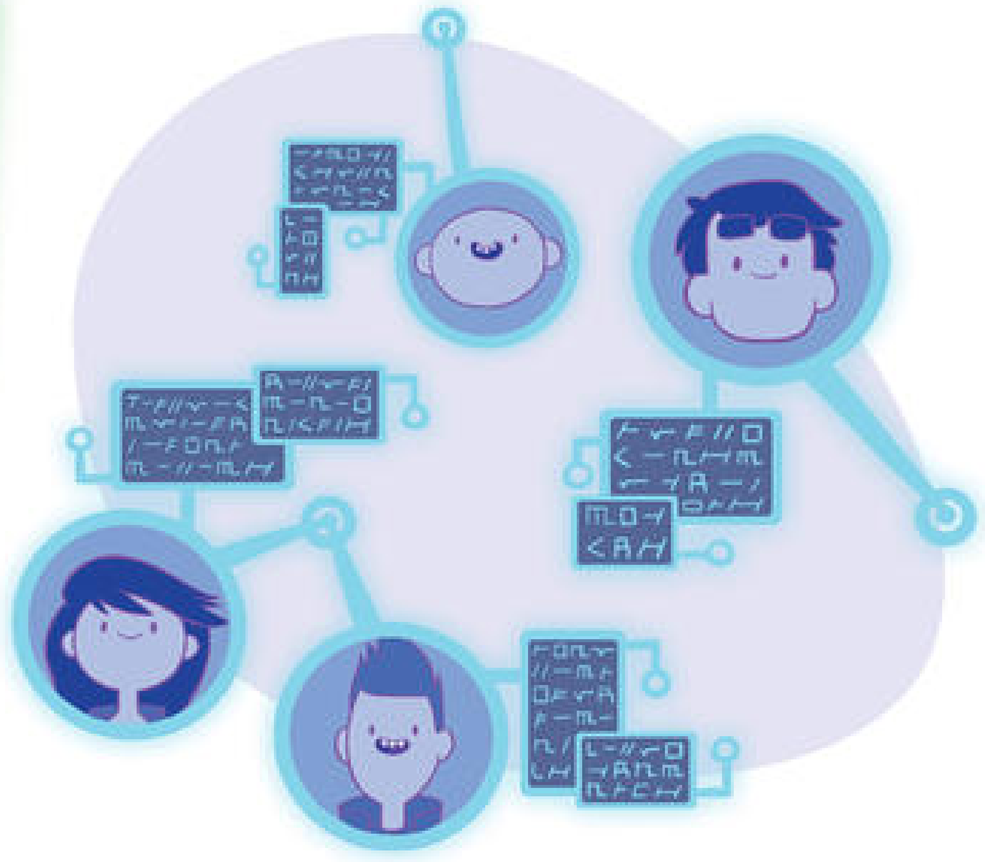
With holograms and water a-plenty, the holojohn is one of the most effects heavy rooms in the Invisible Hideout, just behind Impossibear's secret slip n' slide and Danny's "cry pillow."





Hot tub and massage chairs from episode 103, "Butter Lettuce" (above). The arrows in these initial designs indicate the direction of movement where Beth's simulation elements slide into place.

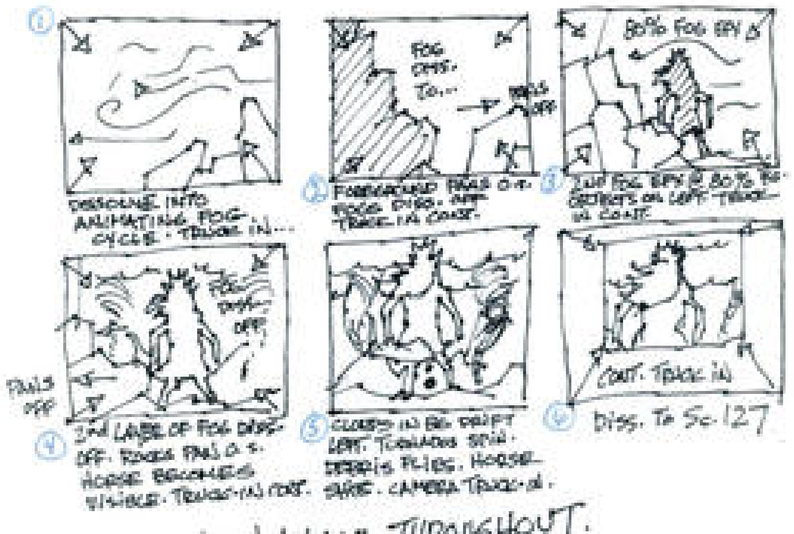




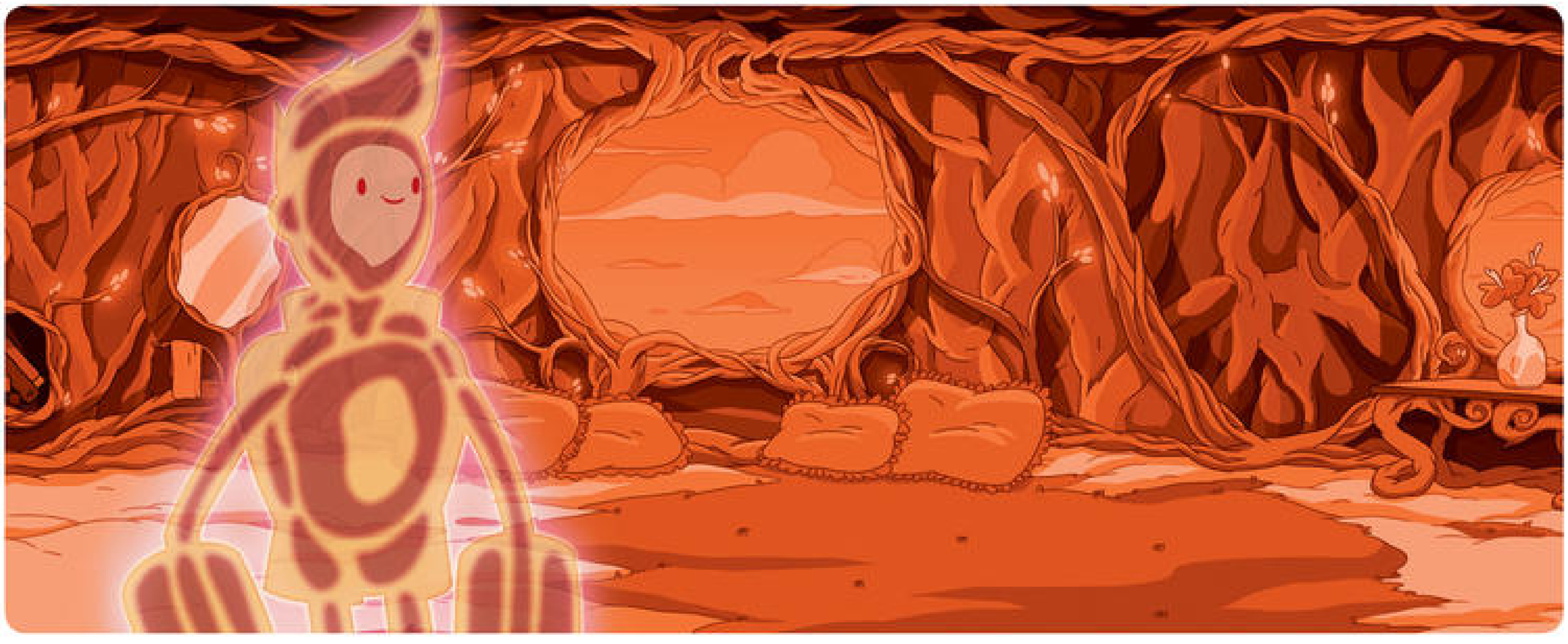
The Bravest Warriors use metric buttloads of high-tech visuals and the opacity and light emissions vary greatly from screen to screen. In the Space Whale, the navigation screens generally run at 30–40 percent transparency whereas scanners and wrist comms run at 10–20 percent transparency.

Explanation of special EFXs used in Scene 126.

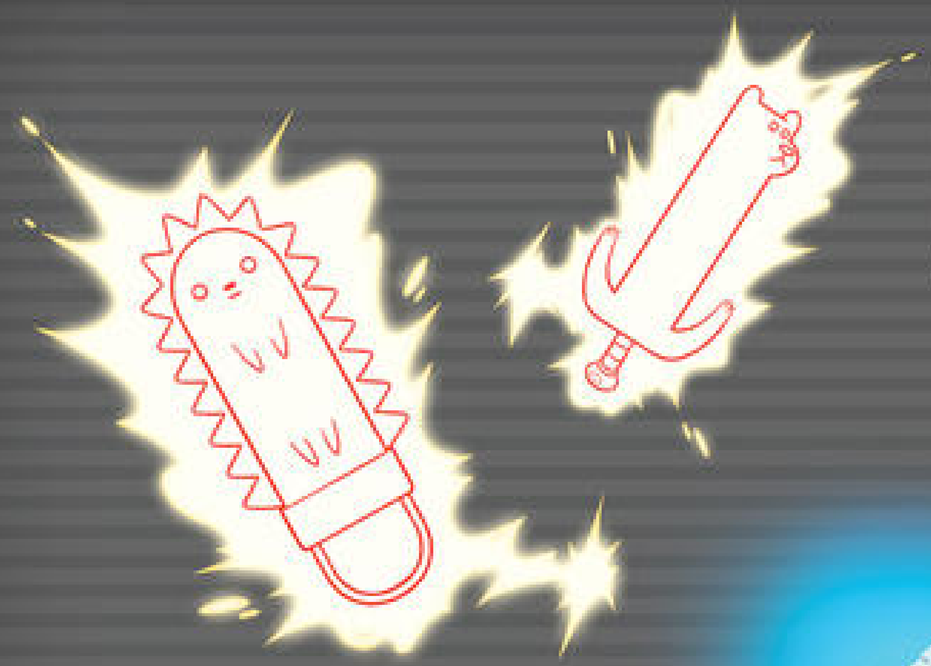
The scene dissolves into a group of stacked glass or shale objects RIGHT OF SCREEN. There is an opaque fog behind these objects animating on a EFX cycle across the screen from right to left. As the CAMERA PANS IN, the foreground grouping PANS O.S. RIGHT (Multi-plane EFX) and the fog dissolves away revealing another grouping of glass and shale to the LEFT. Behind this second grouping is another fog EFX animating LEFT across screen. This Fogbank is at 80% and partially reveals our standing horse in mock-silhouette. The CAMERA CONTINUES TO PAN IN and the foreground objects PAN O.S. LEFT (Multi-plane EFX). The fog dissolves away completely revealing the horse shifting with hair and mane blowing to the LEFT in the wind. Behind the horse are two tornados spinning in place, their tops hidden under three layers of clouds panning left. The air is full of debris flying through the air LEFT. Behind the top three layers of clouds are mountains of glass or shale shards with an additional layer of cloud stationary on the BG. The CAMERA CONTINUES TO TRUCK IN throughout scene until DISSOLVING into Scene 127.



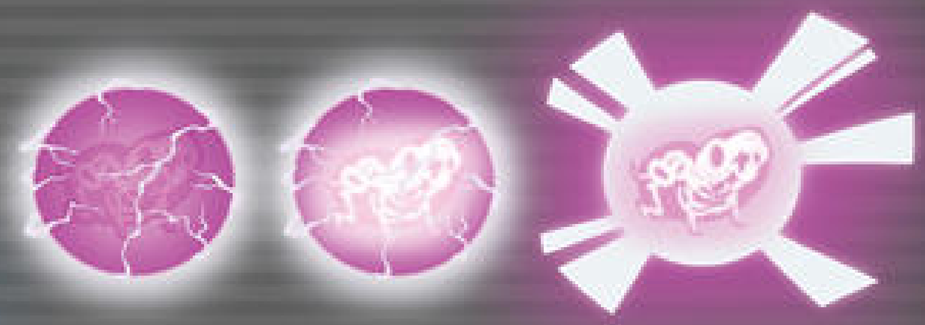
Sticker pets are insanely versatile, taking the form of nearly every weapon imaginable. Each of the warriors' sticker pets has its own set of specific effects when cued up for villain thrashing.

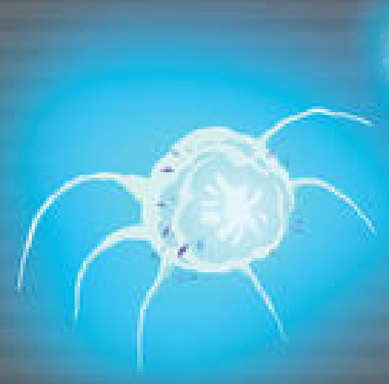


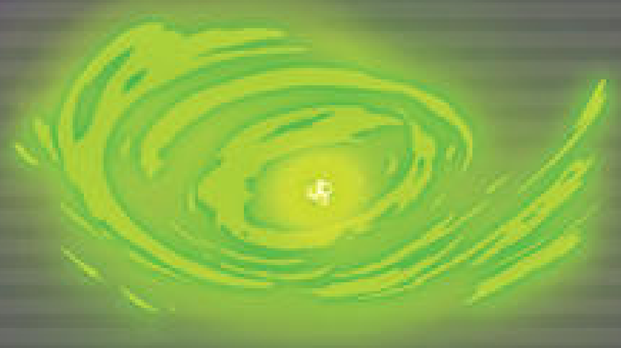
An animation still from episode 208, "Merewif Tag" (above). Breehn Burns is an effects perfectionist, fine tuning glows and spritzes to achieve dazzling shots. When Adrian Thatcher took over directing for season four, he knew it posed the greatest challenge in production and planned accordingly.

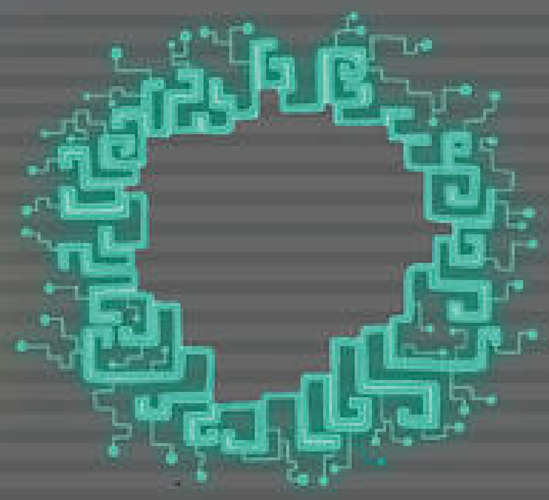


GNARLY! Like props, characters, or any moving part in animation, effects are designed to not only be aesthetically pleasing, but fluid in motion. A series of temporal/dimensional portals in repose and agitation (below).



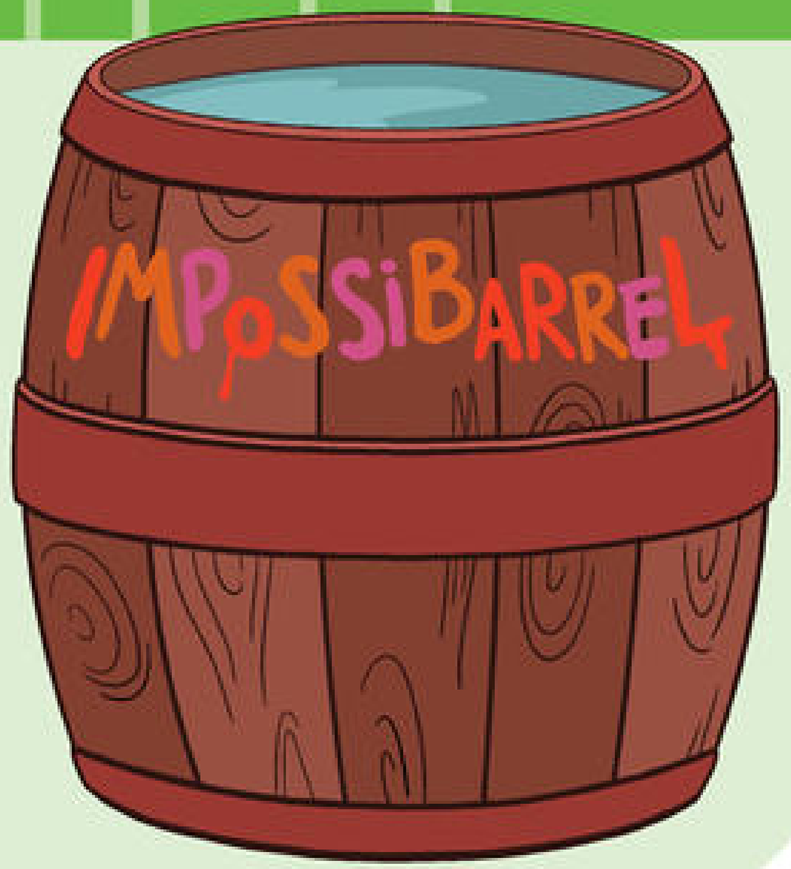


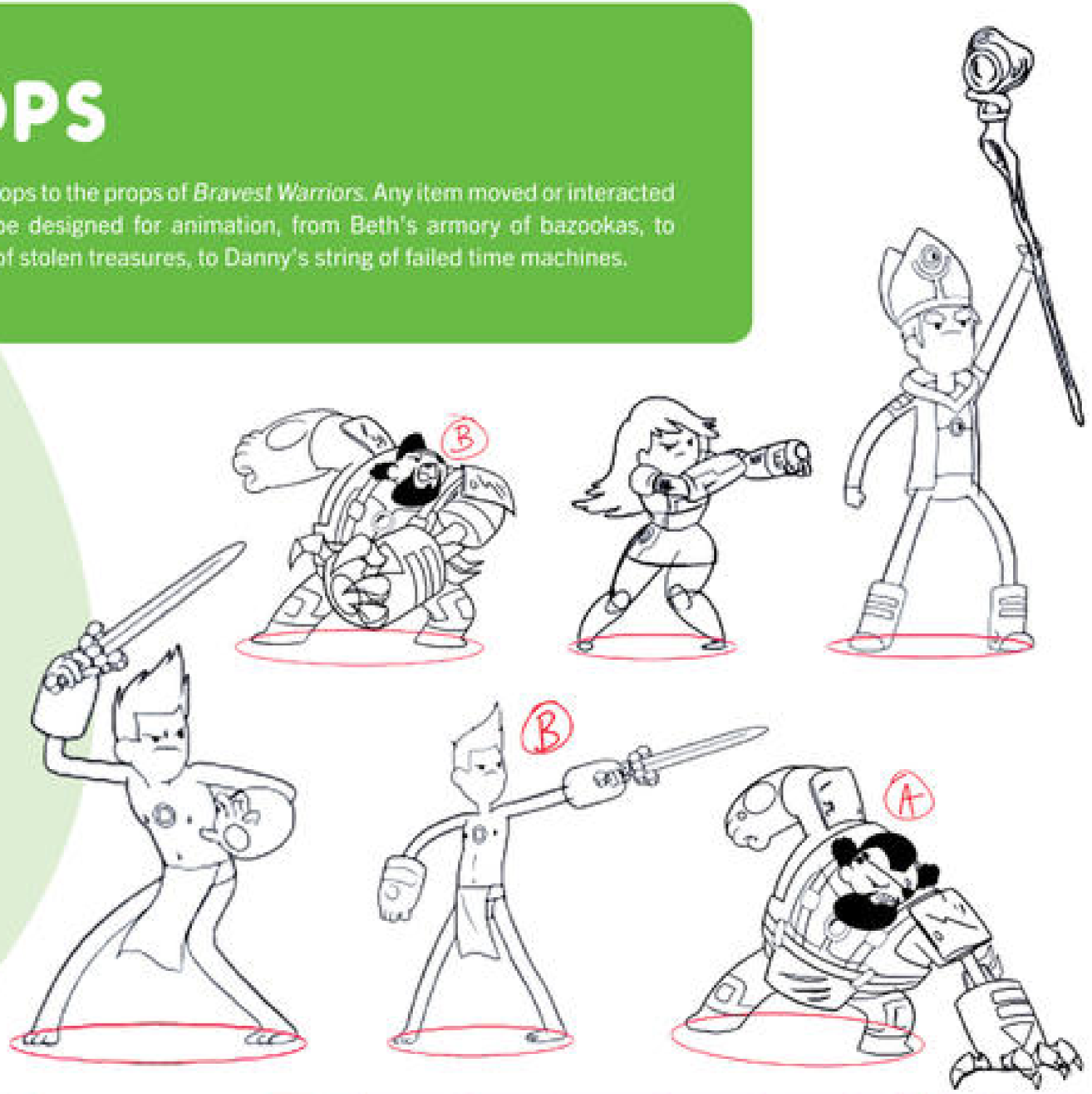




PROPS

We gotta give props to the props of *Bravest Warriors*. Any item moved or interacted with needs to be designed for animation, from Beth's armory of bazookas, to Catbug's trove of stolen treasures, to Danny's string of failed time machines.

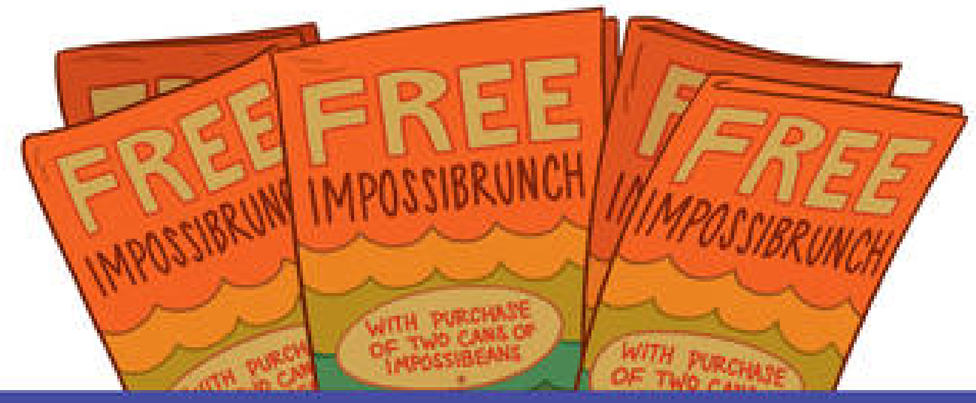




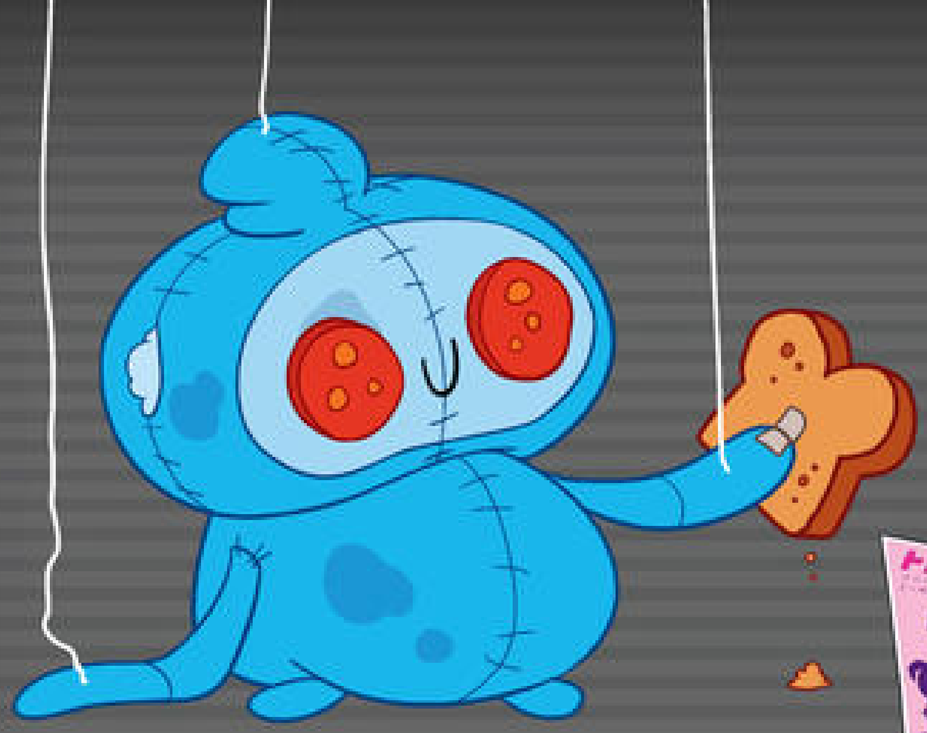
An emotional battle chess board and game pieces designed by Adrian Thatcher (above). Though the pieces represent the characters, outfit changes and feet stabilization required new designs.

Space chicken animatronics from episode 210, "Parasox Pub" (below). Effects to the left (water, slime, and ooze) are technically props. The scale and cycling of animation determines load on production.

Wallow's menagerie of stuffed doll/animal patients from episode 209, "Dimension Garden" (above). Items appearing mobile are sometimes fixed background paintings. It gets tricky when scripts call for objects we see in every episode to move, but weren't actually designed separately from the background.



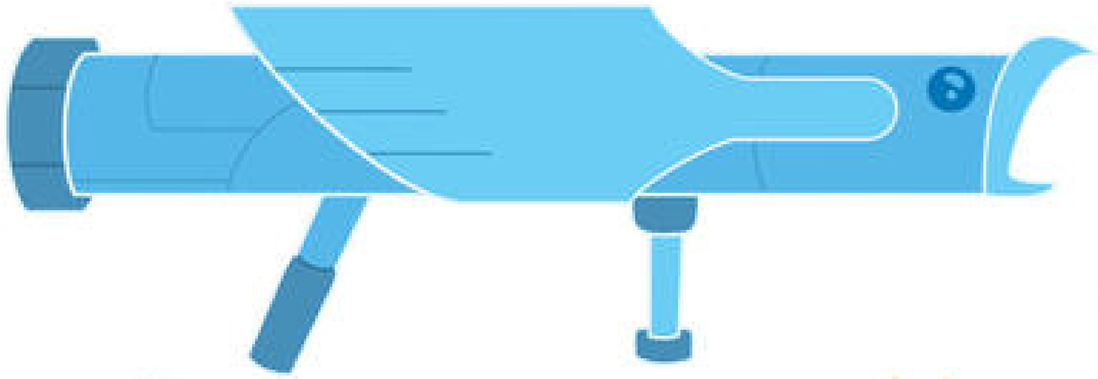
Even the most seemingly mundane props for *Bravest Warriors* have a touch of futuristic flair, keeping in theme and distinct as something you could only find this show. Note the temporal sensors on the bottom of the rocking chair. The undies are just regular ol' undies.

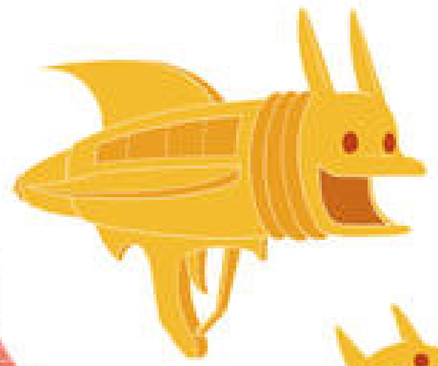


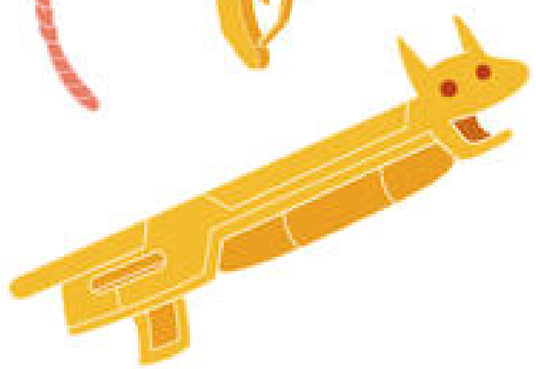
JUNK AND FOOD And junk food. An assortment of pamphlets, instruments, and crock pots throughout the series. Though nearly one-thousand years in the future, catering in the Wankiverse is startlingly similar to craft services of the '80s sitcoms the show pays homage.

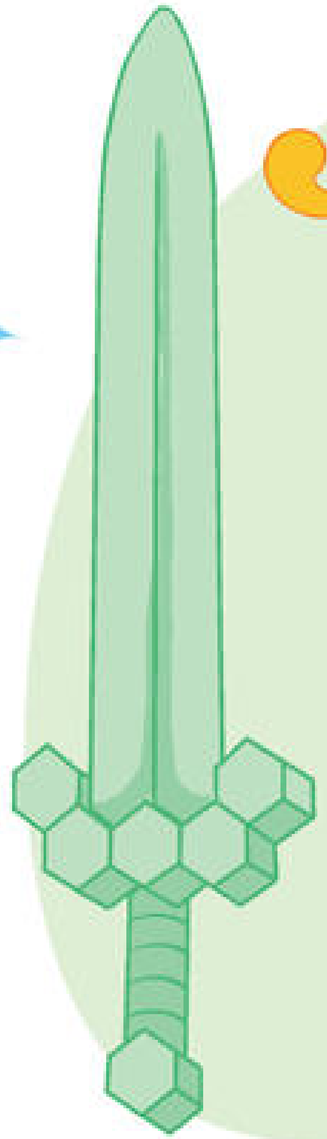
WEAPONS

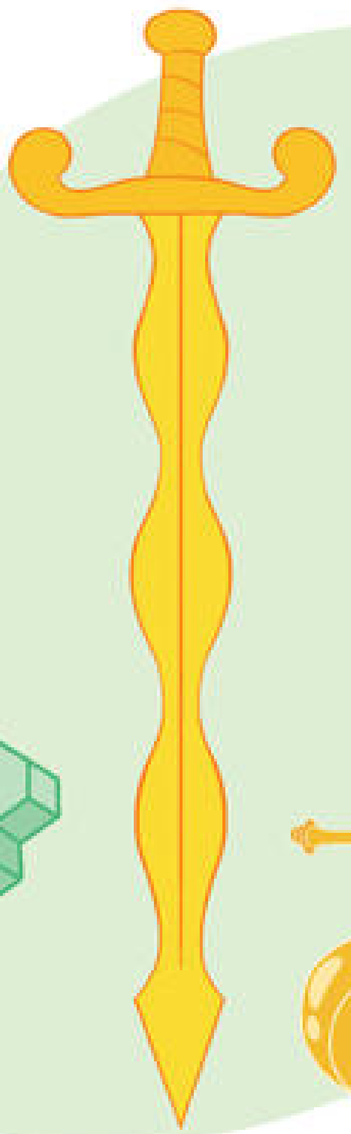
Though sticker pets provide the bulk of kick-assery for the Bravest Warriors (and their parents, the Courageous Battlers), sometimes it's nice to blow things up with an old fashioned warp grenade or a thoughtfully wrapped impossibomb.

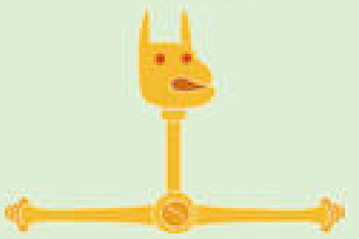


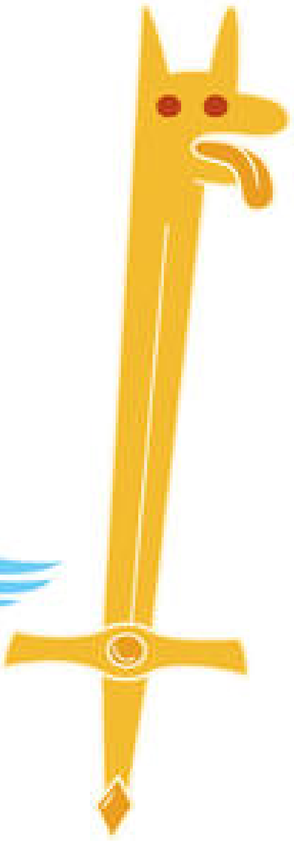








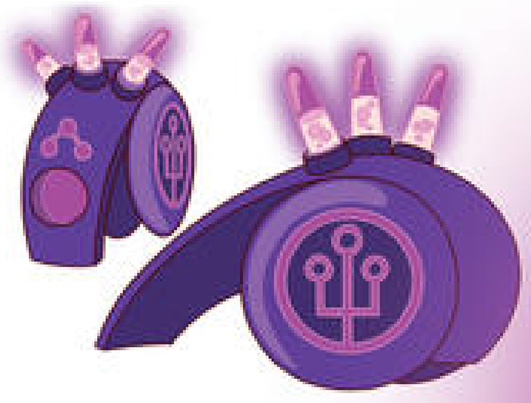


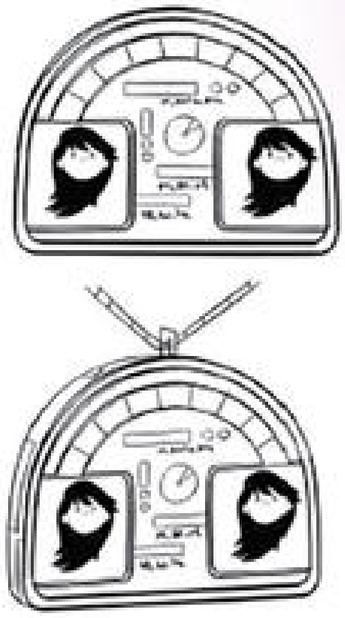


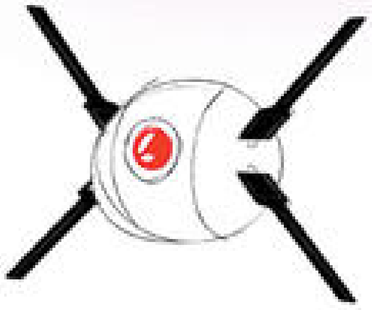
More fazers and blasters and shooty guns. Many are weapons of the flesh, others, weapons of the feels, like this sketch of the crynumbulator (above), designed to eliminate pesky heartbreak.

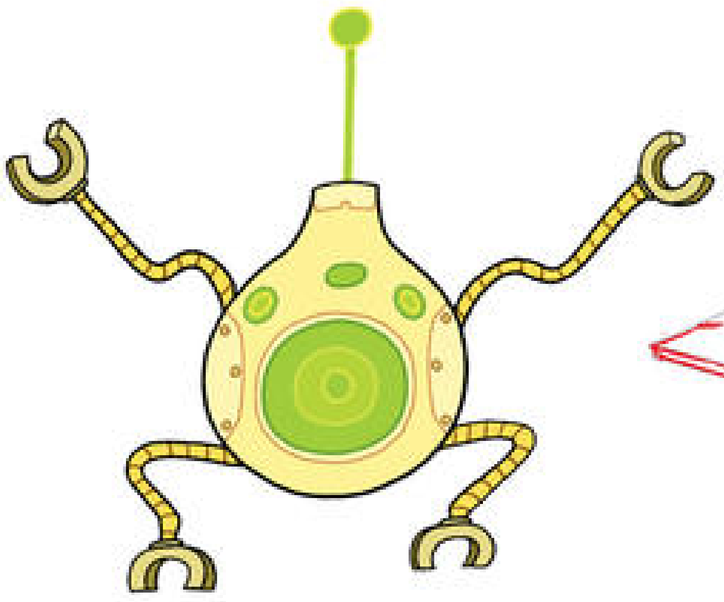
GADGETRY

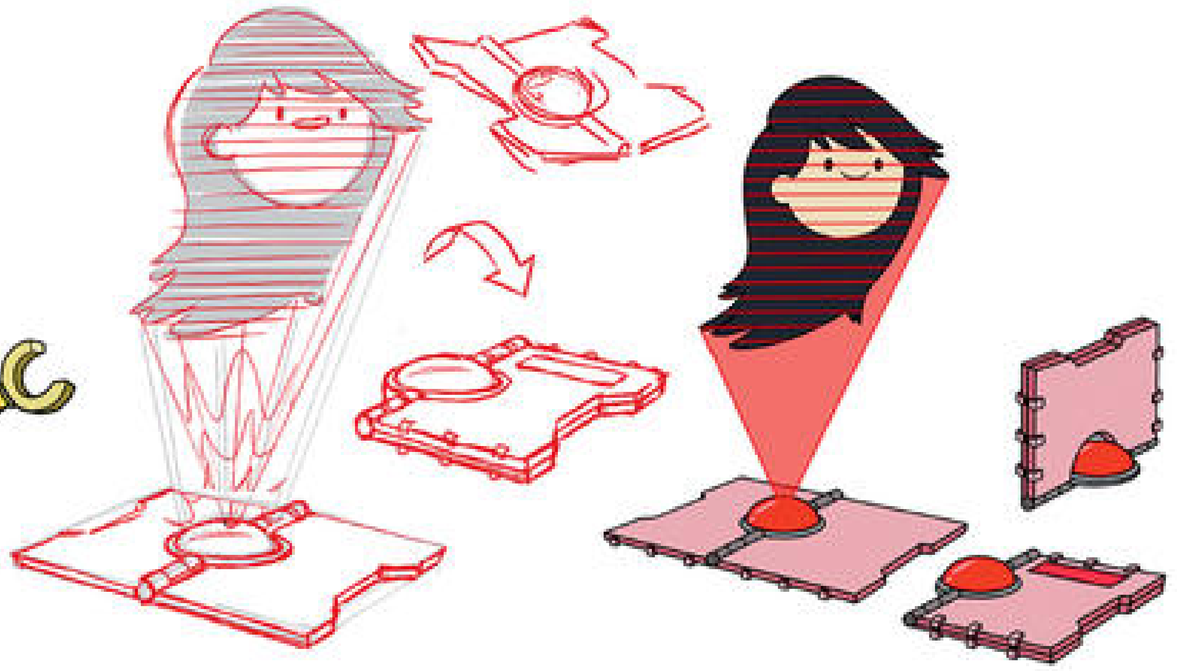
There's no shortage of hecka-dope tech in the invisible hideout. Toothbrushes, razors, toilets; many of the hygenic tools used by us normies are still regularly used in 3087, they just involve way more lasers and butt wave scans.





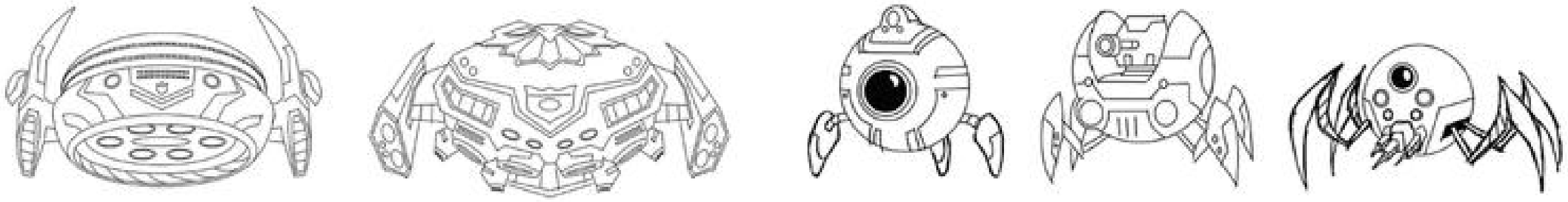


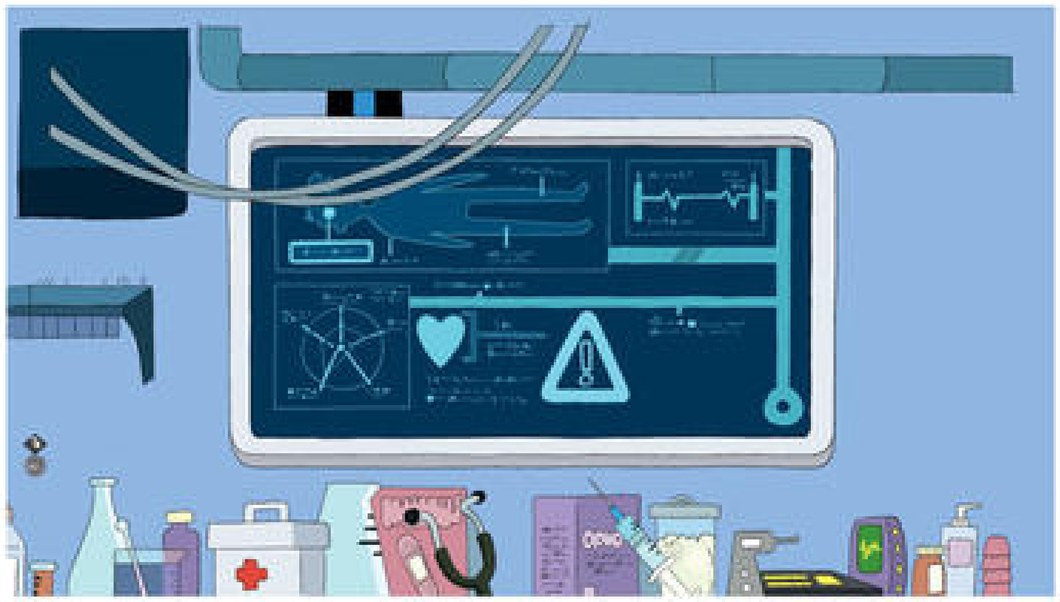


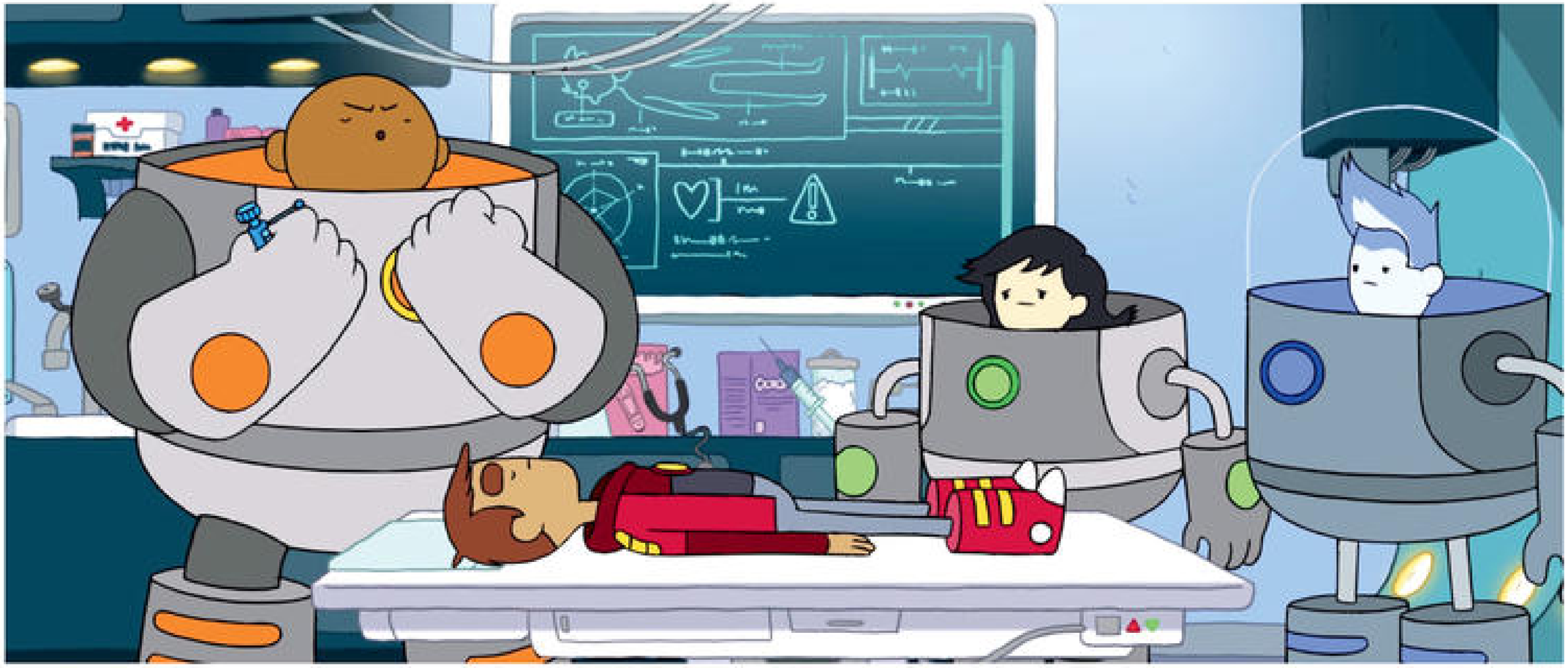


Beth's holojournal, first introduced in 403b, "All I Wish is to be Alone" (above). This design melds the true sci-fi and genuine teen drama components present in every episode.

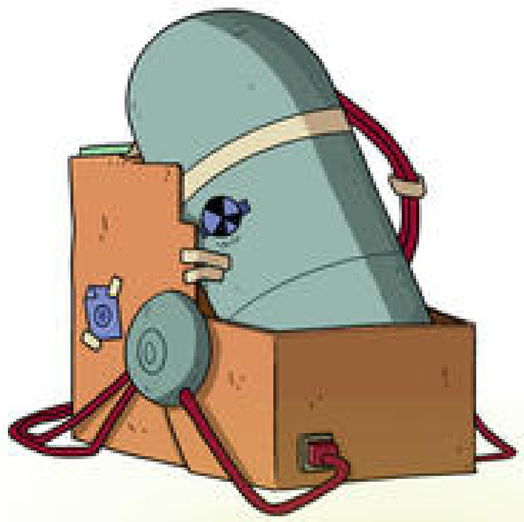
In the future, all ailments (bodily and otherwise) can be scanned to produce an instant diagnosis. However, based on these myriad designs, they have yet to invent an effective wankiversal remote.

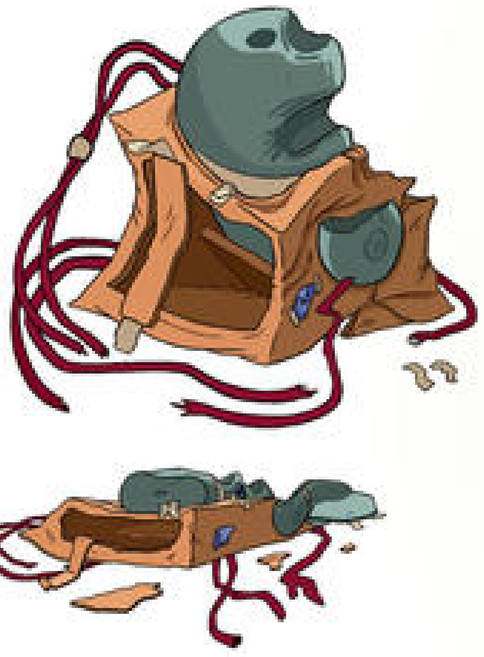


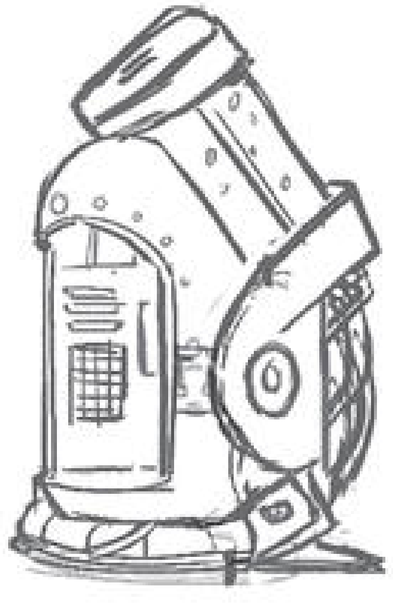


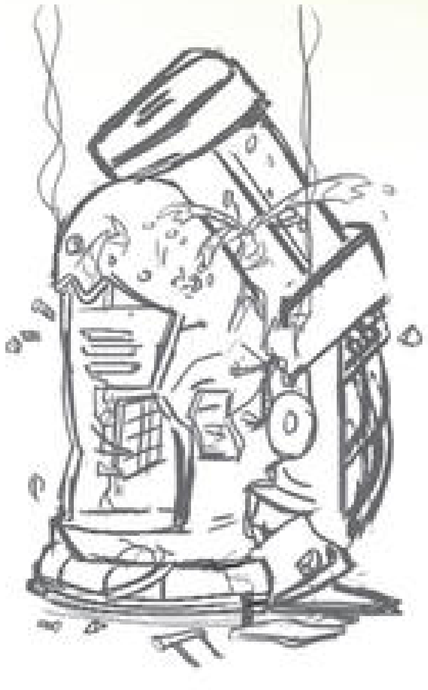


Stills from episode 103, "Emotion Lord" (above), showcasing Wallow's tricked out medical bay. Though the assortment of hospital tools in the background look easily within reach, they're actually painted into the background. Hopefully Danny won't need that syringe full of cure juice.





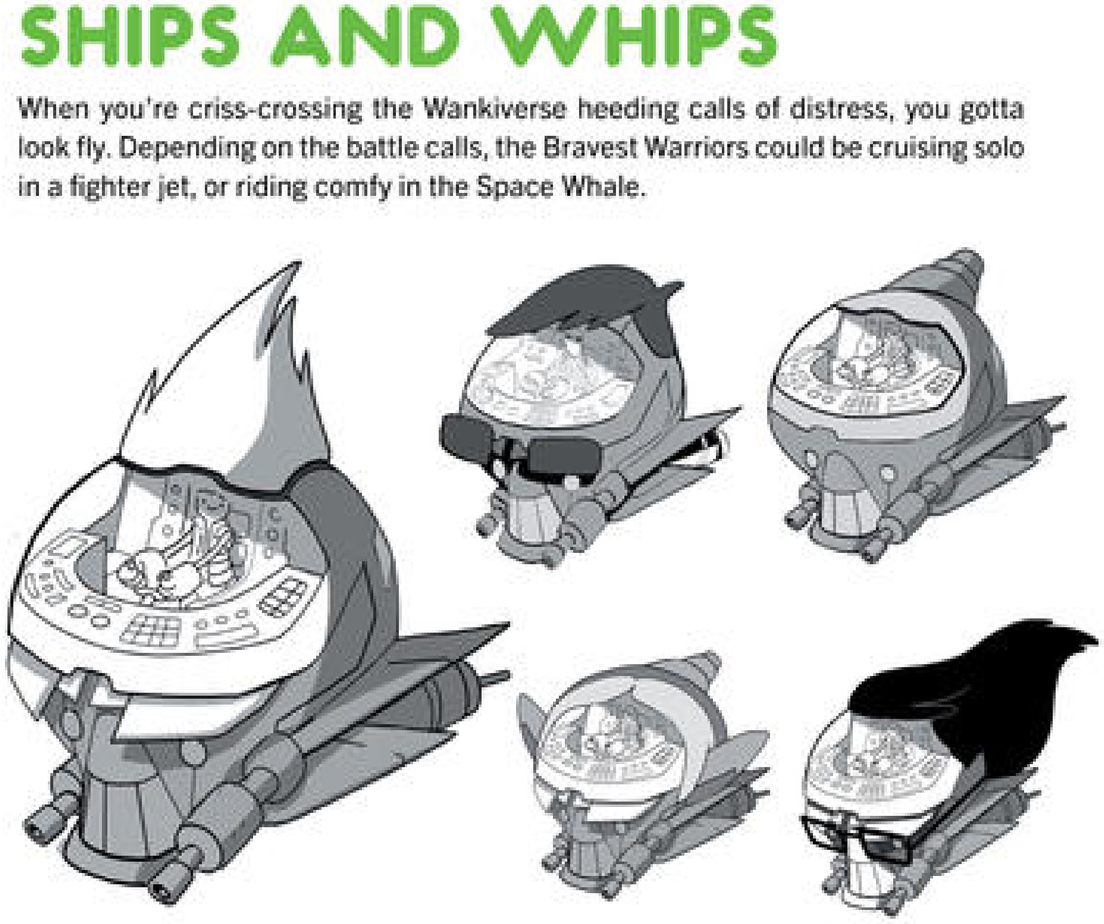


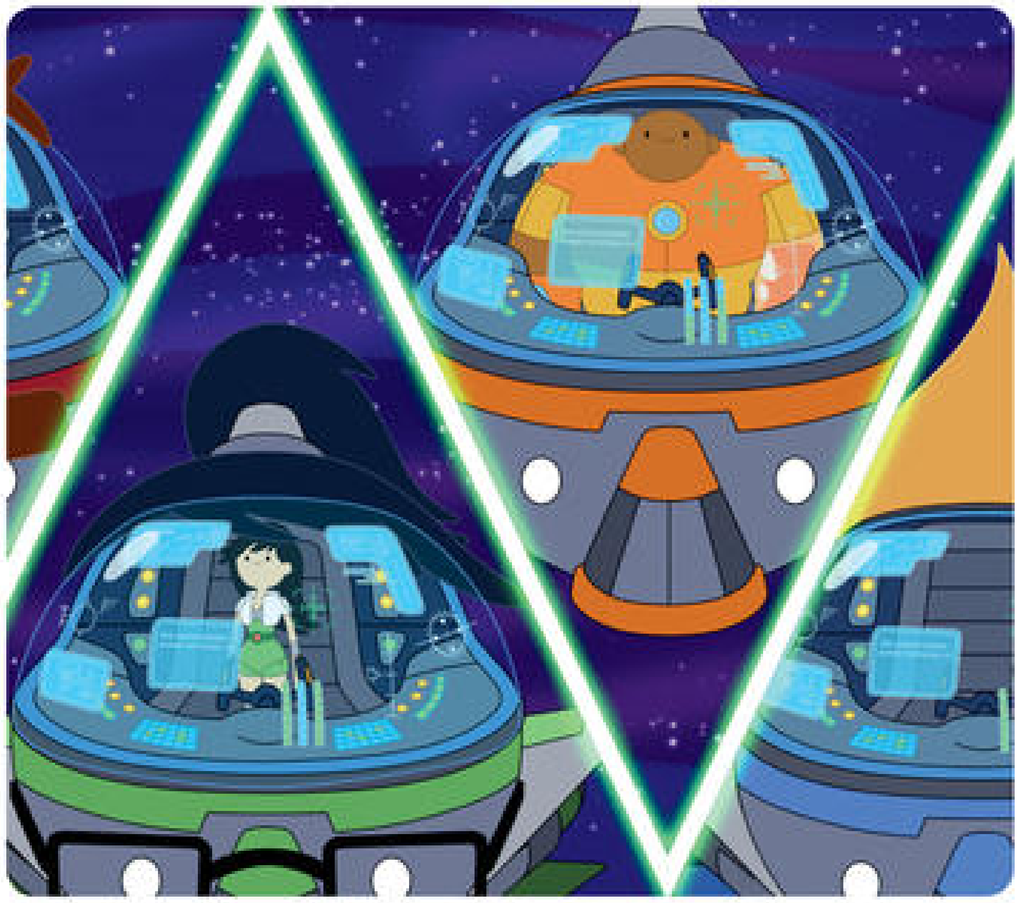


If time is a constant, then time machines are a constant pain in the kidneys. Danny's time machines in various stages of technological sophistication and disastrous desecration.

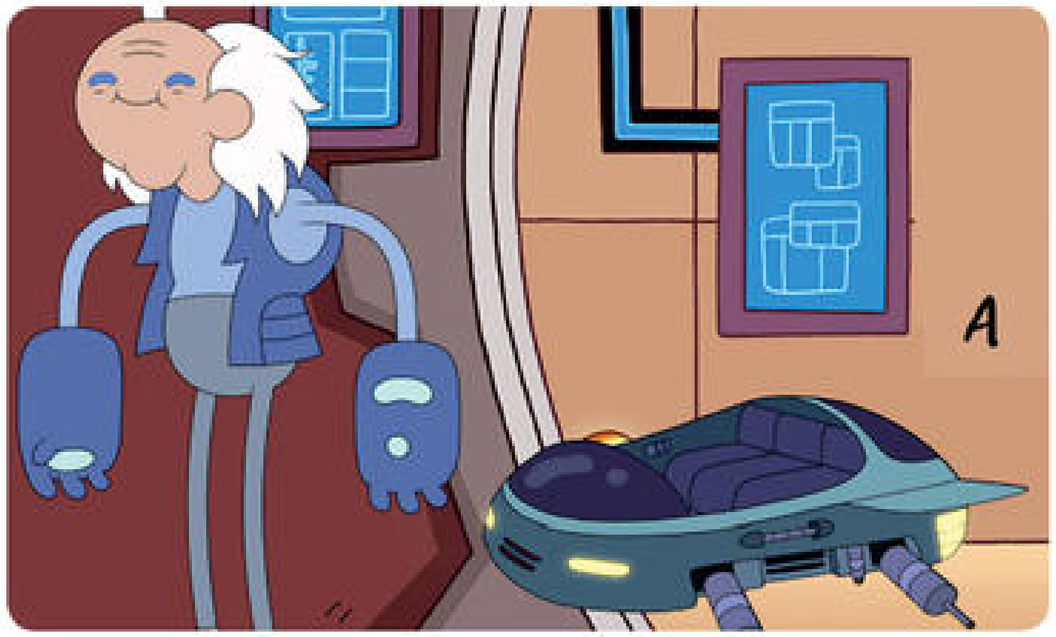
SHIPS AND WHIPS

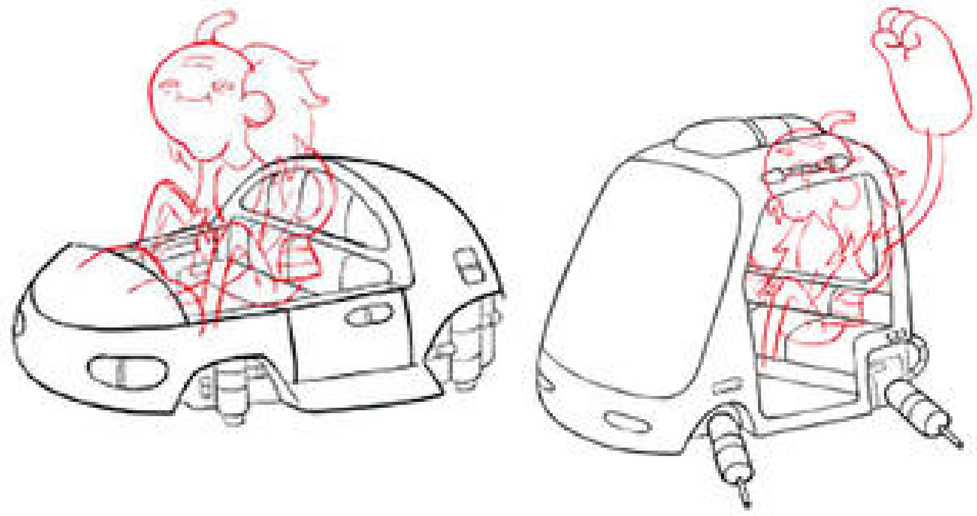
When you're criss-crossing the Wankiverse heeding calls of distress, you gotta look fly. Depending on the battle calls, the Bravest Warriors could be cruising solo in a fighter jet, or riding comfy in the Space Whale.



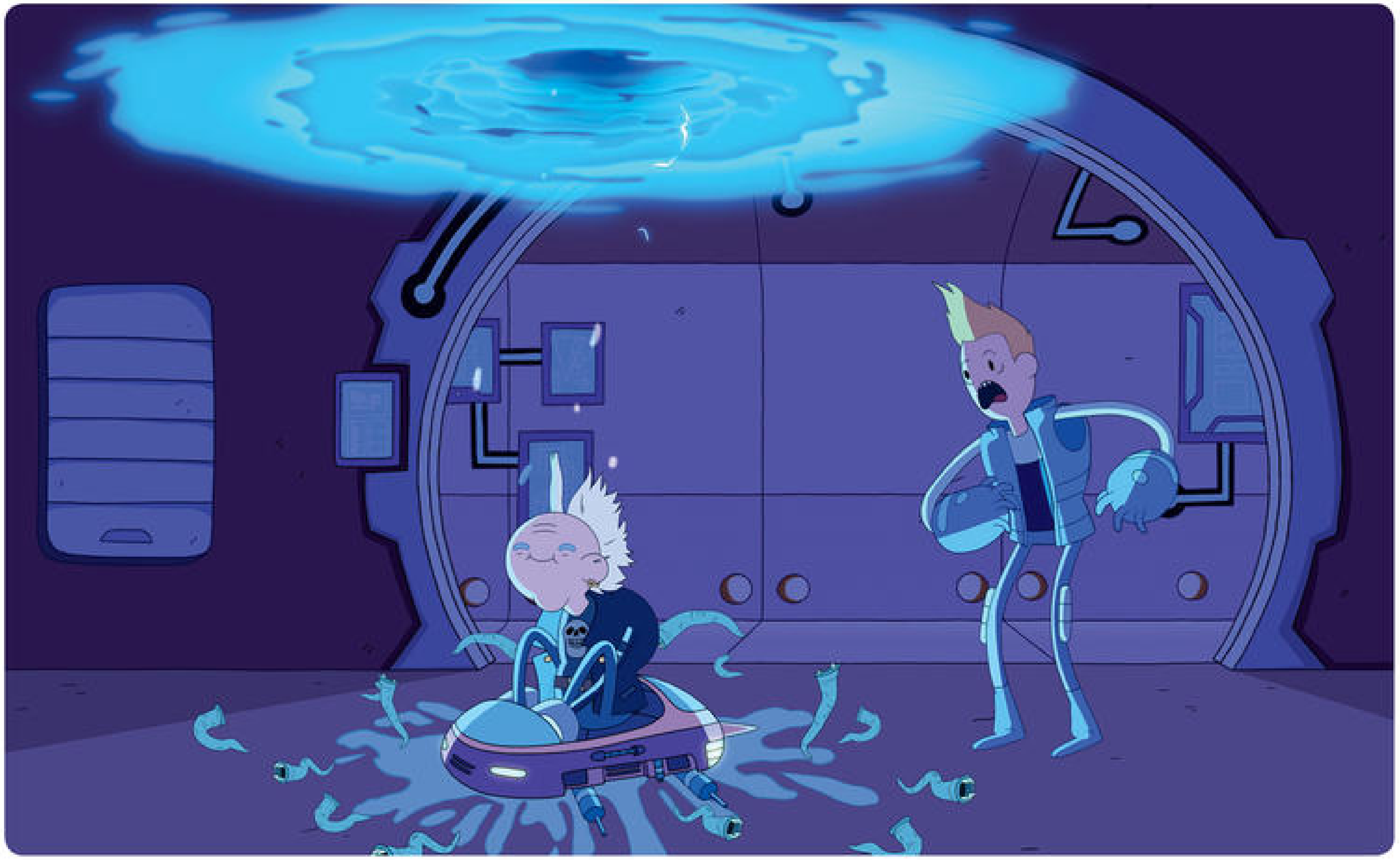


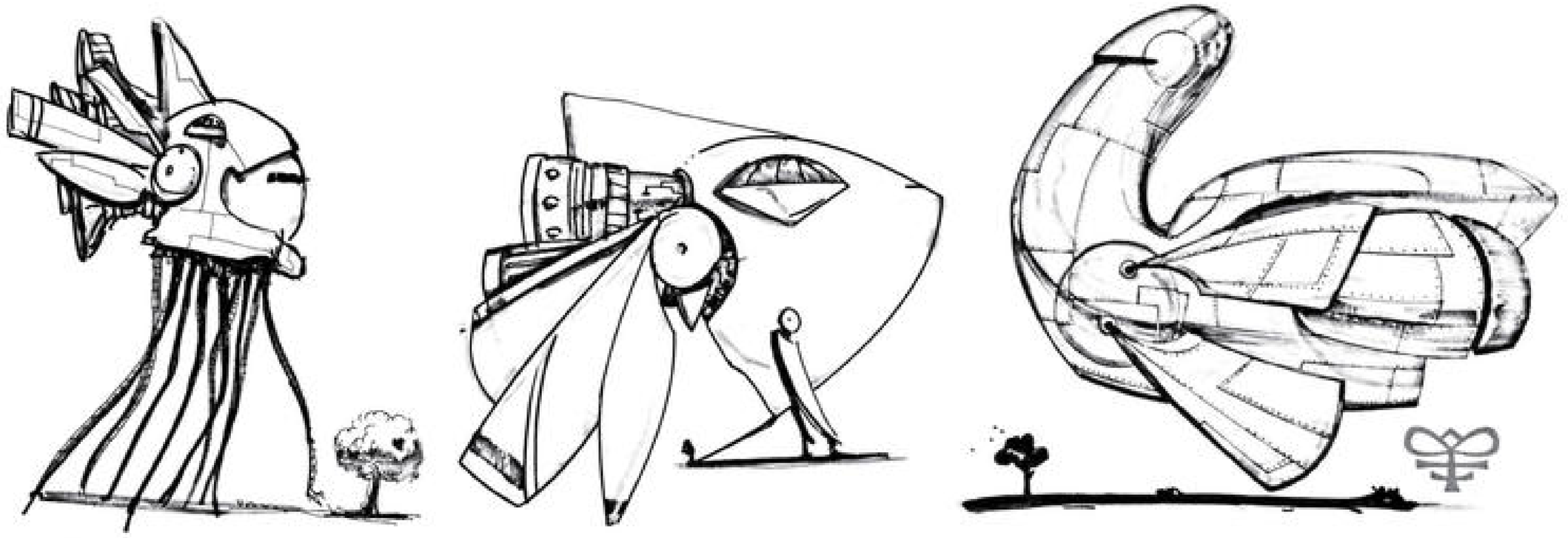
Personalized fighter jets from episode 413b, "Will Things Ever be the Same Again?" The jets went through more revisions than any design in season four (and possibly the series). A sleek vessel which (several revisions later) evolved into the final color designs (above).



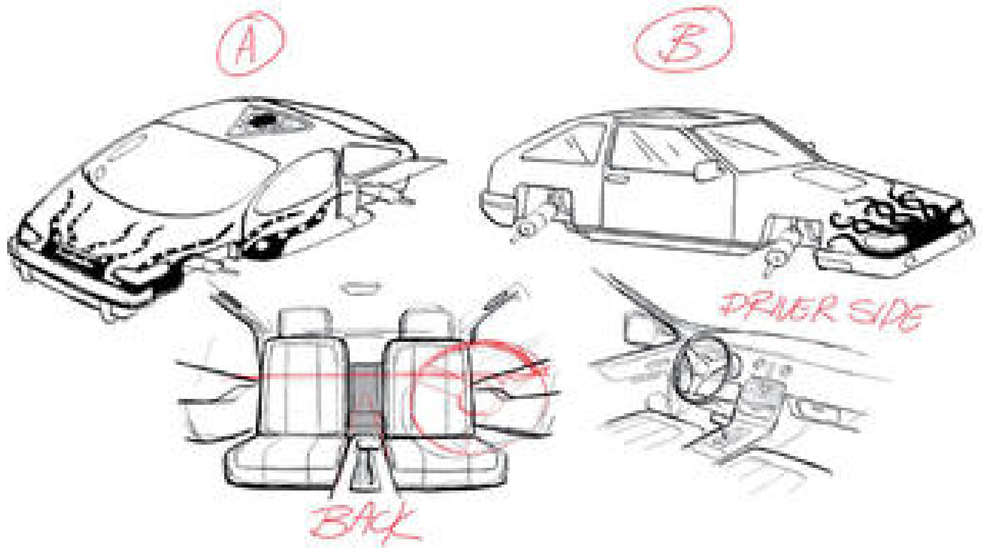


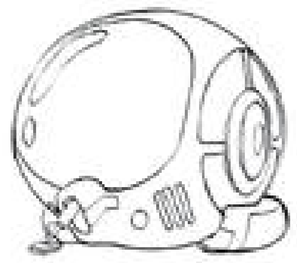
Sketches of "Aging Punk" Emotion Lord's hovercraft (above) and final designs and stills from animation (below). The small scale was key to achieve the jarring effect of "worm dimension" Chris being instantly crushed.



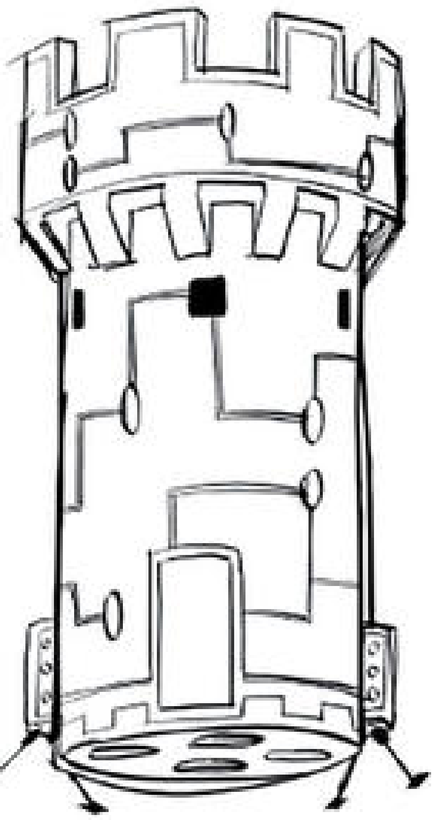


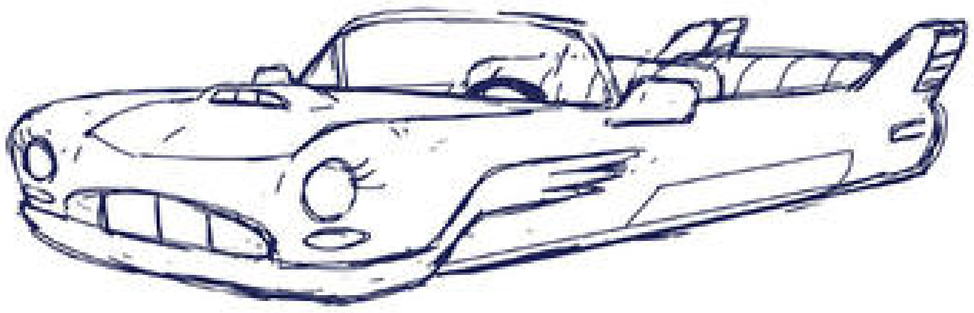
Ship designs tend to break the rules of consistency in the show. They can be sleek and futuristic, or they can be a comical rendition of whoever is controlling the vessel. The latter is mainly meant to help viewers decipher who is shooting whom in intense battle scenes.





A character's personality isn't limited to physicality. The design for Zachary Ryan's hover car alludes to his crudeness, while the Upta Gals' car belies their age and punky spirit.





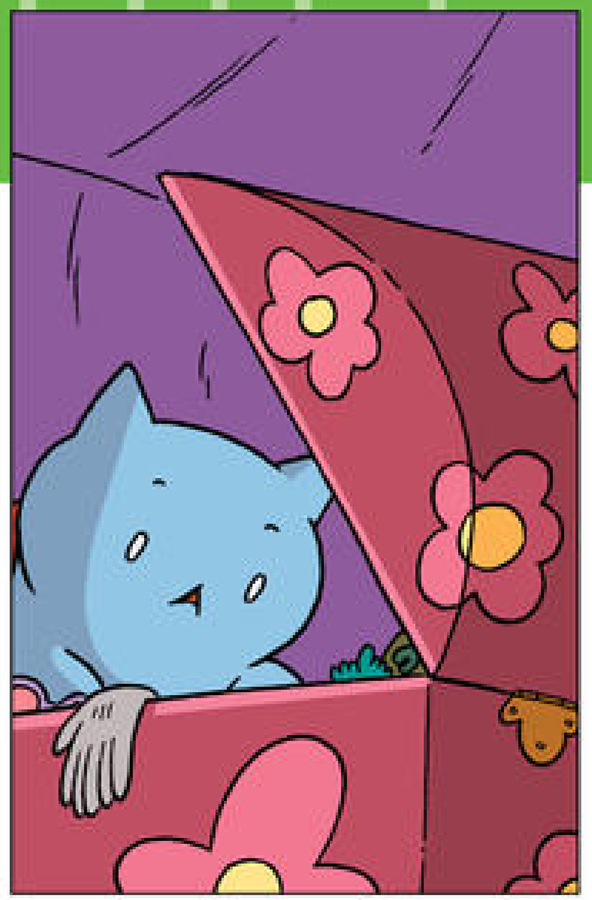
CHAPTER 6

OTHER BIZ & BEYOND

Bravest Warriors has transcended television and expanded its success into t-shirts, toys, and comic books. Even almost a decade after the show's premiere, you're still bound to run into people at conventions who exemplify their adoration for the show by cosplaying their favorite characters. Fans constantly post their artistic tributes and reblog the fan art of their peers. It's just a big 'ol feels fest for our dorks with laser guns.

COMICS

While the *Bravest Warriors* comics are obviously a by-product of the series, they've developed their own incredible lore. Featured on these pages, the work of Joey Comeau, Ryan Pequin, Whitney Cogar, and Mike Holmes.



HI! I'M CATBUG!!
DO YOU LIKE DRAWING? ME TOO! IT'S FUN! I HAVE MY OWN CRAYONS AND PAPER AND EVERY-THING!
TODAY I'M GOING TO TEACH YOU HOW TO DRAW MY BEST FRIENDS —
THE BRAVEST WARRIORS!!
HEY

A
VROOM
AND THAT'S HOW YOU DRAW THE BRAVEST WARRIORS! YOU'RE WELCOME!
FIN

AHH-- I HATE MY FACE!

IT--IT WAS A DREAM?

It's just another normal day for our band of adventuring space heroes!

BETH TETUKA: Can we still call her "Bazooka Beth Tetuka" even if all the actual bazookaing never happened? I think we can all agree that she's a bit bazooka-happy in the head.

WILLOW: Nice guy and good kisser. Pong champion for life. But does this mean Wallow never helped to judge a beauty pageant? That he's never gotten to enjoy the sweet kisses of his own evil clone? Those are exactly the kind of things he would have done if it hadn't all been a dream!

DANNY VASQUEZ: Hacker and inventor. At least Danny got to experience fighting ninja Beauty Contestants and inventing map-based technologies, due to it all having been HIS dream.

CHRIS KIRKMAN: If it hadn't ALL BEEN A DREAM, Chris probably would have come up with a plan to save the day. Or he would have been happy to support any plan that his friends and fellow warriors came up with! Especially Beth.

PLUM: Plum isn't even really a Bravest Warrior, and she's especially not a Bravest Warrior when the adventure never even HAPPENED BECAUSE IT WAS ALL A DREAM. REALLY.

CATBUG: Part cat. Part bug. All cop.

CARTOON HANGOVER

BRAVEST WARRIORS

I JUST HAD THE STUPIDEST DREAM.

WAS IT ABOUT GOING TO A FAR-OFF BEAUTY PAGEANT TO INVESTIGATE A MYSTERY INVOLVING STOLEN BRAINS??

AND THEN THERE WERE NINJA BEAUTY CONTESTANTS?

AND THEN GIANT ROBOT NINJA BEAUTY CONTESTANTS?

WHAT! HOW DID YOU...

AND THEN DID YOU GET YOUR OWN BRAIN STOLEN?

AND YOU KEPT INVENTING THINGS THAT WERE JUST DIFFERENT KINDS OF MOPS?

RRRRRRR.

THEN DID YOU TAKE YOUR FACE OFF?

I HAVE FIVE SILVER BAZOOKA BULLETS HERE, MARGE.
WAIT! LEAVE MY MOMMY ALONE PLEASE.
MARGE
GET OUT OF HERE, KID. YOU BOTHER ME.
IF YOU DON'T LEAVE MY MOMMY ALONE...
I WILL TEAR YOU LIMB FROM LIMB.

HAHAHA! YOU'LL WHAT?
WALLOW, I THINK WE HAVE OURSELVES A TOUGH GUY OVER HERE!
I WILL TEAR YOU...
...LIMB FROM LIMB!
SOMEBODY'S BEEN EATING HIS VEGETABLES!

BAZOOKA HIM! BAZOOKA THE HECK OUT OF HIM QUICK!

I CAN'T! YOU KNOW I CAN'T!

BAZOOKA THAT LITTLE KID!!

I CAN'T, WALLOW. I MADE A PROMISE.

Character-building flashback!

PROMISE ME YOU'LL NEVER BAZOOKA A CHILD AGAIN.

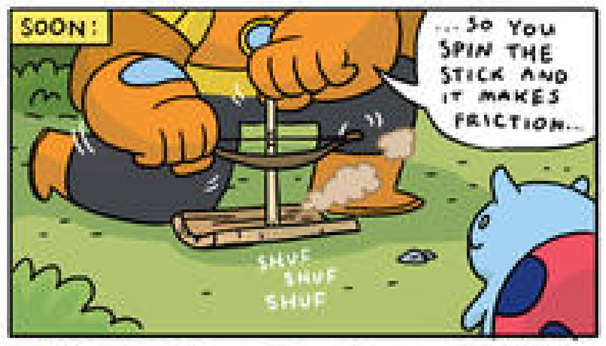
EVEN IF THEY'RE SECRETLY A WEREWOLF?

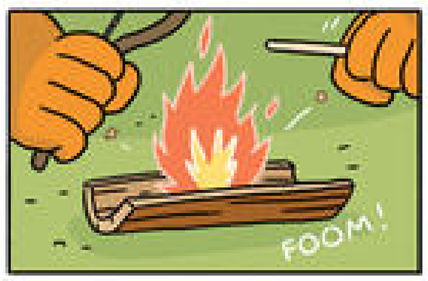
YES. EVEN IF THEY'RE SECRETLY A WEREWOLF.

OKAY. I PROMISE.

HERE'S A NICE SPOT.

FIRST I'M GONNA SHOW YOU HOW TO START A FIRE, OKAY?
YEAH!!


SOON:
...SO YOU SPIN THE STICK AND IT MAKES FRICTION...
SHUF SHUF SHUF

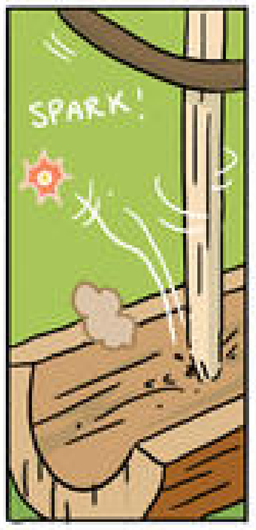

FOOM!

WOW! COOL!

NOW YOU TRY!

OK. YOU CAN DO THIS, CAT-BUG.

EASY-- EASY--
SHUF SHUF


SPARK!

UH OH
ALIGHT

AAAA!!
FOOM

AAA!! AAAA!!
OH NO!
STOMP STOMP STOMP

AAAA!! AAAA
SPLASH!

OK. MAYBE LET'S JUST START YOU OFF LEARNING HOW TO PITCH A TENT.
A HARMLESS, HARMLESS TENT

OH YEAH? WELL THIS MIGHT SURPRISE YOU, BUT WHEN I WAS A LITTLE GIRL I USED TO HAVE A PROBLEM...

"A PROBLEM WITH PUNCHING.

"I WAS OUT-OF-CONTROL, YOU GUYS...

"IT GOT SO BAD THAT MY DAD HAD NO CHOICE OTHER THAN TO ENROLL ME IN PUNCH-ANON, THE YOUNG ADULTS' DIVISION OF PUNCHAHOLICS ANONYMOUS."

THE *FIRST STEP* TO FREEING ONE'S SELF FROM THE NEEDLESS CYCLE OF VIOLENCE IS ESTABLISHING A MEANINGFUL CONNECTION WITH A HIGHER POWER...

WELCOME TO PUNCH ANON

I HATE MEDITATION HOUR! IF MEDITATION HAD A FACE, I WOULD PUNCH IT RIGHT IN THE DUMB UNIBROW!

YOU OKAY, SWEETIE?

<SNIFF>

I MISS MY DAD.

OH, SWEETHEART...I KNOW YOU DO. BUT HE'LL BE BACK FROM HIS MISSION SOON.

NO AMOUNT OF PUNCHING IS GOING TO BRING HIM BACK FASTER, IS IT?

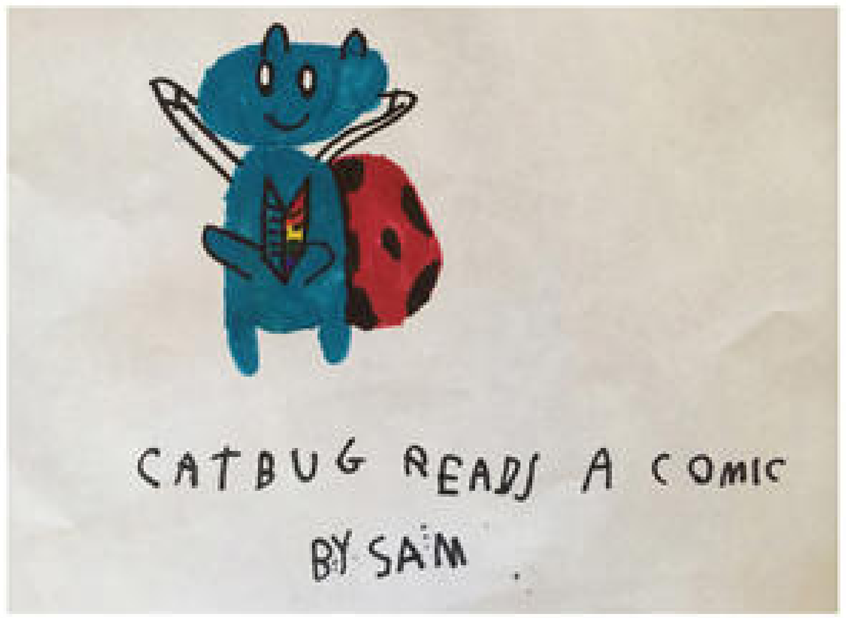
I'M AFRAID NOT...

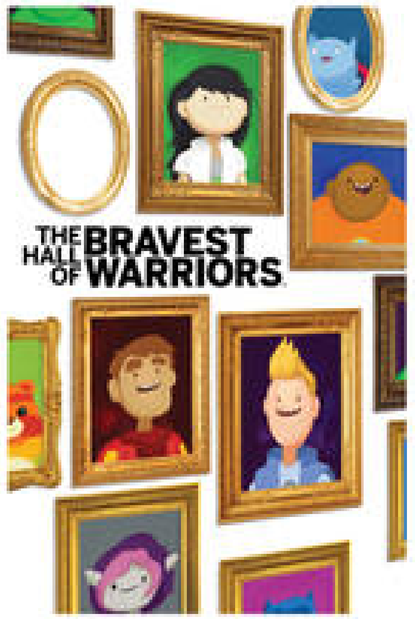
BUT IT'S VERY *MATURE* OF YOU TO REALIZE THAT.

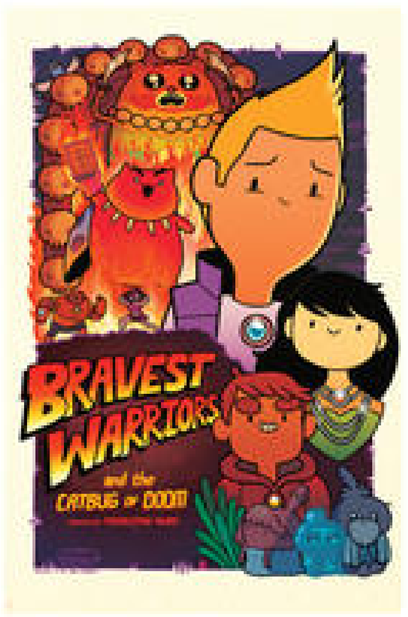
WOW.

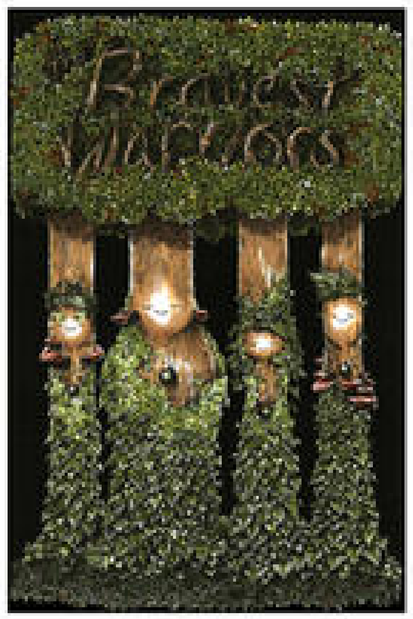
Beth gained 100XP!
Beth has leveled up!
Beth has acquired the Cat-ϕ'-Nine-Tails.

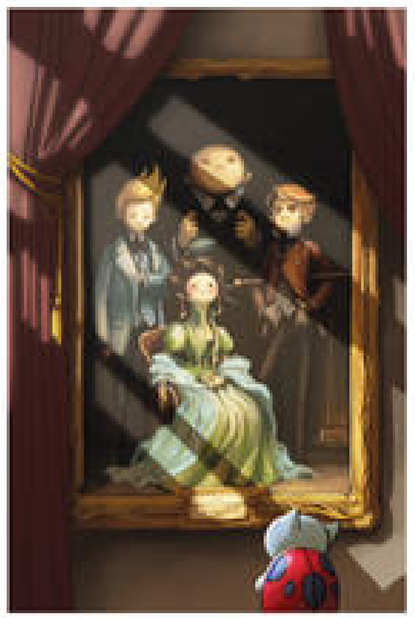
Alexandra Douglass's epic interpretation of battling the Great Plains Wildebeest in episode 103 (Left). Comic cover 10d from volume 3.

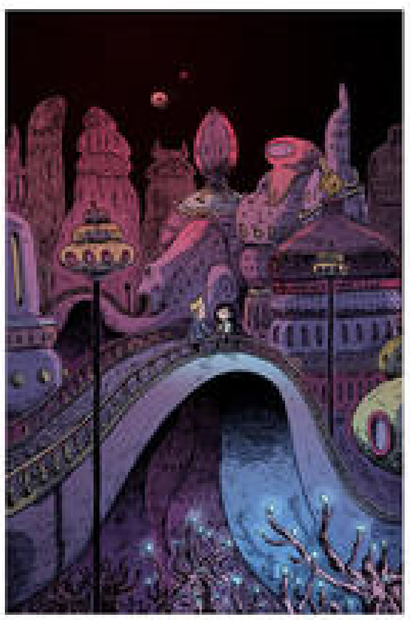








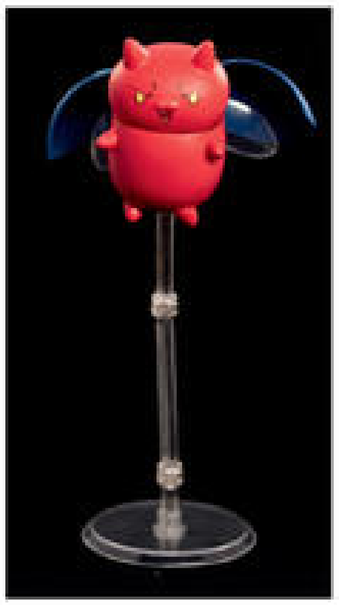




A murderer's row(s) of sheer talent. First row (left to right): Sam Lavagnino, Brook A. Allen, Chip Zdarsky, Ian McGinty. Second row: Amber Ren, Claire Sullivan, Drew Green, Bridget Underwood, Matt Doering. Third row: Jongmee Kim, Ian Bertram, Hamish Steele, Lyle Partridge, Zac Gorman.

MERCHANDISE

Bravest Warriors and capitalism go together like peanut butter and mancheese. The series has generated scores of tees and toys, and the comics hold their own too as evidenced by the Bugcat (character created by Kate Leth) vinyl below.



Catbug lunch box: a must for all aficionados of sugar peas.

Top row: Catbug vinyl and Funko Pop!. Bottom row: Impossibear Funko Pop! and Jelly Kid plush. The popular apparel licensor "For Fans By Fans" (formerly "We Love Fine") has also produced heaps of awesome duds; tees, jambies, even adult onesies for Frederator's *Bee and Puppycat*.

FAN ART

If imitation is the sincerest form of flattery, then fan art is the dopest form of flattery. Below, sketches from Natasha Allegri, depicting Plum's boozy mom, adorable sisters (who are also stone fruit), and totally shipping Chris and Plum. Chlum?

Fan art by Tumblr user "The Fox and the Kid" (above). Above that, more art by Natasha Allegri; fans cosplaying at Wondercon in Anaheim, CA.

THE END

EXPLORE THE COSMOS WITH ZANY TEENAGE HEROES-FOR-HIRE.

BRAVEST WARRIORS

Reminisce on the super-powered team's greatest adventures from the animated series, the *Bravest Warriors*! Warp through informative chapters of the show's main characters, beloved environments, and unique alien species that the team's encountered before. This exclusive collection of beautiful art from the creative mind of Pendleton Ward includes storyboards and scripts from early stages of the show's production as well as comics and fan art from the most impassioned fans of the series. Enjoy the most comprehensive collection of illustrations and dive into the development and production materials of the *Bravest Warriors* – all available in this exclusive art book!

Dark Horse Books, Frederator Studios, and Nelvana Ltd. are proud to present *The Art of Bravest Warriors*! This exploration of the series *Bravest Warriors* features hundreds of marvelous art pieces that make this an impeccable volume that can't be missed!

DARK HORSE BOOKS

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FREDERATOR STUDIOS